

2024 SYDNEY SPRING NATIONALS SUPPLEMENTARY REGULATIONS

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1 General

- 1.1 The Spring National Championships (SNC) comprise the following events:
- Spring Nationals Mixed Teams (SNMT) – October 19-20, Final series – October 21-22;
 - Penline Swiss Pairs (PSP) – October 19-20;
 - Gerda Stern Mixed Pairs (GSMP) – October 21-22;
 - Spring Nationals Matchpoint Pairs (SNMP) – October 21-22;
 - TBIB Spring National Open Teams (SNOT),
 incorporating Linda Stern Women's Teams (LSWT) and
 Bobby Evans Seniors' Teams (BEST)
 – October 23-25,
 Finals series – October 26-27;
 - Bridgegear Intermediate Teams (BIT) – October 23-24, Final – October 25;
 - Two Men & A Truck Restricted Teams (TMAATT) incorporating Novice Teams
 – October 23-24;
 - Rainbow Swiss Pairs (RSP) – October 25;
 - Dick Cummings Open Pairs (DCOP) – October 26-27;
 - Spring Nationals Intermediate Pairs (SNIP) – October 26-27;
 - Ted Chadwick Restricted Pairs (TCRP) – October 26-27;
 - Spring Nationals Novice Pairs (SNNP) – October 26-27.

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 venues are the Sky High Room, the Galaxies Room and the Guineas Restaurant, 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.
- 1.11 All players are required to be fully vaccinated to enter any event. New South Wales State Covid-19 Rules regulations will apply to this event. (<https://www.nsw.gov.au/covid-19/stay-safe/rules>). All players must also adhere to any additions or modifications announced by the TO at any time.

2 Officials

- 2.1 The Tournament Organiser is Gary Barwick.
- 2.2 The Chief Tournament Director is Simon Edler.
- 2.3 The Reviewer is Nick Hughes.
- 2.4 The Review Consultants are Jonathan Free and Shane Harrison.
- 2.5 The ABF on site representative is Barbara Travis.
- 2.6 The Recorders are Phil Markey and Bob Sebesfi.

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 or SNIP:
- i) all members of the team or pair must have fewer than 750 masterpoints at 30-6-24;
 - 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 NZ National Master or lower as at 30-6-24;
 - iv) at the time of entering, Grand Slam players must have a rating of 59% or below.
- 3.3 To be eligible to enter an event with a limit of 500 masterpoints:
- i) both members of the partnership must have fewer than 500 masterpoints at 30-6-24;
 - ii) a player may not have previously won two or more ABF events with a masterpoint restriction of 500 MPs or higher. 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 Master as at 30-6-24;
 - iv) at the time of entering, Grand Slam players must have a rating of 58% or below.
- 3.4 To be eligible to enter the TCRP or TMAATT:
- i) all members of the team or pair must have fewer than 300 masterpoints at 30-6-24;
 - 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 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 30-6-24;
 - iv) at the time of entering, Grand Slam players must have a rating of 56% or below.
- 3.5 To be eligible to enter the SNNP:
- i) both members of the partnership must have fewer than 100 masterpoints at 30-6-24;
 - 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 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 30-6-24;
 - iv) at the time of entering, Grand Slam players must have a rating of 54% or below.
- 3.6 To be eligible for any category prize within an event across a range of masterpoint grades, all members of a pair or team must also satisfy the relevant criteria in 3.2 to 3.5.
- 3.7 To be eligible for the SNMT and GSMP, in every match both pairs must comprise one male and one female player.
- 3.8 To be eligible for the LSWT, all members of the team must be female.
- 3.9 To be eligible for the BEST, all members of the team must have been born before 1-1-61.
- 3.10 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.

- 3.11 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.
- 3.12 In the SNMT, SNOT, BIT, LSWT and BEST, 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 (SNMT and SNOT) and/or final (BIT, LSWT and BEST).
- 3.13 With the consent of the CTD, a team may augment until the commencement of Match 6 (SNOT) or Match 4 (BIT, SNMT and TMAATT) 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.
- 3.14 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 DCOP, SNIP, TCRP and SNNP 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.
- 3.15 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, SNNP and TMAATT.
- 4.3 In the TCRP, SNNP and TMAATT, 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 SNOT and SNMT 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 13, 2024.

5 Seating

- 5.1 In the qualifying stage and semi-finals of the SNOT and SNMT, 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 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 or finals of the BIT, SNMT, SNOT, LSWT and BEST and ranking of teams within the finals series will be broken in accordance with ABF TR 17.
- 9.2 Ties for first place only in the DCOP, SNIP, TCRP and SNNP will be broken in accordance with ABF TR 17.
- 9.3 Other ties will not be broken.
- 9.4 For all semi-finals in the SNOT and SNMT and all finals matches, 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 Semi-Finals and Finals matches in the team events will be scored by net IMPs, including carry-over. All semi-finals and finals matches will be played over 56 boards in 4 stanzas of 14.
- 10.4 The time allowed per match or stanza will be announced by the CTD.
- 10.5 **Spring Nationals Mixed Teams** – The SNMT will be played as a single field Swiss consisting of 8 x 14 board matches, followed by a final.
 - 10.5.1 Each match will be scored using the WBF continuous VP scale for 14 board matches.
 - 10.5.2 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.
 - 10.5.3 Session times:
 - Qualifying rounds: 10.00am (2 matches), 2.00pm (2 matches)
 - Semi-finals and Final: 9.30am, 11.30am, 2.00pm, 4.00pm

10.6 **Penline Swiss Pairs** – The PSP will be played as a single field Swiss consisting of 8 x 14 board matches, played over 4 sessions

10.6.1 Scoring will be by IMPs against a datum calculated as in 10.6.2, 10.6.3 and 10.6.4. IMPs are converted to VPs in accordance with the ABF 14 board Swiss Pairs VP scale.

10.6.2 The datum will be the arithmetic mean of all the scores under consideration (10.6.3, 10.6.4) 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.

10.6.3 If there are fewer than 24 tables entered, the datum will be calculated considering the scores obtained at all tables.

10.6.4 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.

10.6.5 Session times: 10.00am and 2.00pm (2 matches each session)

10.7 **Gerda Stern Mixed Pairs** – the GSMP will be played as a single field Swiss Pairs event, consisting of 12 x 9 board matches.

10.7.1 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.

10.7.2 Session times: 10.30am and 2.30pm (3 matches each session)

10.8 **Spring Nationals Matchpoint Pairs** – the SNMP will be played over four sessions – two sessions qualifying and two sessions final.

10.8.1 Scoring will be by standard duplicate matchpoint scoring.

10.8.2 The format of the event and size of the Final and Consolation sections will be determined when entries are known.

10.8.3 Session times: 10.30am and 2.30pm

10.13 The **Dick Cummings Open Pairs, Spring Nationals Intermediate Pairs, Ted Chadwick Restricted Pairs** and **Spring National Novice Pairs** will each be played as a single field Swiss Pairs event, consisting of 12 x 10 board matches.

10.13.1 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.

10.13.2 Subject to 10.13.3, after Match 6 and prior to Match 7, players from the losing semi-final teams of the SNOT and the finalists of the LSWT and BEST (if held) may join the DCOP. The partnership can only consist of players who competed in the SNOT semi-finals, LSWT or BEST finals. They 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 10 VPs less than the leader's score.

10.13.3 Only an even number of pairs will be accepted. Pairs wishing to be considered as drop-in pairs must advise the TO. Entries will be accepted in the order received.

10.13.4 Session times: 10.00am and 2.15pm (3 matches each session)

10.14 Teams Datum Prize: In each of the teams event, the highest placed pair on modified datums at the end of the Qualifying will be awarded the Datum Prize. ABF Medallions will be awarded to both players in the partnership. The procedure for determining the modified datum is described in the Appendices. To be eligible for the Datum Prize, the pair must satisfy the following conditions:
i) each member of the partnership must play at least two-thirds of the matches;
ii) the pair must play as a partnership for at least one half of the matches (fractions rounded up) including at least two of the last three matches.

11 Playoff Qualifying Points

11.1 Eligible teams (or pairs in the DCOP) are ranked for the award of Playoff Qualifying Points (PQP). Ties are not broken for PQP purposes. Any tied pairs or teams share the available points for the places involved in the ties. Each eligible player in those teams (or pairs) receives an award as follows:

11.1.1 SNOT

Place	1	2	3	4
PQP	48	24	12	6

11.1.2 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.

11.1.3 DCOP

Place	1	2	3	4
PQP	32	24	16	12

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

11.1.5 SNMT

Place	1	2	3	4
PQP	24	16	8	4

11.1.6 To be eligible for PQP, a player must have played in at least four matches

Appendices

Tie-breaking

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

Victory Point Scale for GSMP, DCOP, SNIP, TCRP and SNNP

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,

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

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.

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.

New Zealand players' eligibility to play in Masterpoint restricted events

To be eligible to play, NZ registered players must satisfy the following criteria:

Intermediate: less than NZ National Master as at 30-6-24

Less than 500 MPs: less than NZ Master as at 30-9-24

Restricted: less than NZ Provincial Master as at 30-9-24

Novice: less than NZ Local Master as at 30-9-24

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

(www.abfevents.com.au/events/tournregs/ABFTournamentRegs2021.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:

SNMT qualifying	Sunday, October 20, 5.30pm
PSP	Sunday, October 20, 5.30pm
SNMT Final	Tuesday, October 22, 6.00pm
GSMT	Tuesday, October 22, 6.00pm
SNMP	Tuesday, October 22, 6.00pm
BIT Qualifying	Thursday, October 24, 6.00 pm
TMAATT	Thursday, October 24, 6.00 pm
BIT Final	Friday, October 25, 6.00 pm
SNOT Qualifying	Friday, October 25, 6.00 pm
RSP	Friday, October 25, 6.00 pm
LSWT and BEST Finals	Saturday, October 26, 6.00pm
SNOT Final	Sunday, October 27, 6.00pm
DCOP, TCRP and SNNP	Sunday, October 27, 6.00pm