

2025 ABF CLUB TEAMS KNOCKOUT SUPPLEMENTARY REGULATIONS

1 General

- 1.1 The ABF Club Teams Knockout (ACTK) comprises five separate events held in divisions as described in the Event Format section. The event will be played on the evening of the third or fourth Tuesday in the months of July to November inclusive. The starting time shall be 7.30 pm (AEST in July, August and September, and AEDT in the other months).
- 1.2 The competition will be held under the Laws of Duplicate Bridge, 2017. The ACTK is conducted by the Australian Bridge Federation (ABF) in accordance with the ABF Tournament Regulations (ABF TR) 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.
- 1.4 Results on the RealBridge website are provisional only. The official results for the competition will be at [ABF Club Teams KO Results page](#)
- 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 (TO) is Jinny Fuss.
- 2.2 The Chief Tournament Director (CTD) is Matthew McManus.
- 2.3 The Reviewer is Laurie Kelso.
- 2.4 The Recorder is Chris Hughes.

3 Eligibility, Team Membership and Masterpoints

- 3.1 In order to compete, every player 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.
- 3.2 To be eligible for divisions restricted by masterpoints, every player must have a masterpoint total fewer than the respective maximum as at 31-3-25. In addition, a player may not have previously won two or more ABF events with the same masterpoint restriction or higher
- 3.3 All players must individually meet the eligibility criteria to compete. Masterpoints earned in another NCBO, irrespective of whether they have been transferred, shall be included for the purpose of determining a player's eligibility.

- 3.4 Teams are nominated by the club they are representing. There is no limit to the number of players who may play in a team. A team may consist of any players who satisfy the requirements of 3.2 (if applicable) and:
- i) are home club members as recorded in the ABF Masterpoint Centre database; or
 - ii) have been an active member of the club for at least the previous two years. (For the purposes of satisfying this requirement, a player will be considered to be an active member if they are a member of the club and have played at least 10 sessions at the club each year.)
- 3.5 At the complete discretion of the TO, entries may be accepted consisting of members of different small country clubs in a particular geographical area when otherwise there may not be sufficient available players to form an individual club team.
- 3.6 Gold Masterpoints are awarded at Level A2, subject, in the divisions limited by masterpoints, to the Master Factor as outlined in the ABF Masterpoint Manual. Any sessional masterpoints won will be allotted to the players who competed in that session. Any overall masterpoints won will be allotted to the six players who played in the greatest number of boards. (If there are fewer or more than six such players, the masterpoints will be shared pro rata.)

4 Systems and Defences

- 4.1 GREEN and BLUE systems are permitted without restriction.
- 4.2 RED systems and BROWN STICKER conventions are permitted in the Open and Under 750 MPs divisions only.
- 4.3 YELLOW systems will not be permitted.

5 Seating

- 5.1 Knockout (KO) matches will be held in two stanzas. A player who competes in the first stanza and is scheduled to play in the second stanza must retain the same compass position for the whole match.
- 5.2 Subject to 5.1, changes of pairs and of partnerships will be permitted between stanzas.
- 5.3 The RealBridge setting will be implemented whereby the pairs in each team will play different players from the opposing team in the second stanza.
- 5.4 Once a stanza has commenced, 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 for Requesting a Review

- 6.1 The Correction Period (Law 79C) and time for lodging a request for a review of a Director's ruling (Law 92B) expire at midday (AEST) on the day after the match was conducted.

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, Carry-overs

- 8.1 Ties in the qualifying session (if held) will be broken in accordance with ABF TR 15, as described in the Appendices.
- 8.2 For the purposes of ranking “lucky losers”, losing teams will be ranked by (in order):
i) smallest net IMP difference;
ii) smallest IMP quotient;
iii) lot.
- 8.3 Ties in Knockout matches will be broken by:
i) rescoring the match by Point-a-Board;
ii) rescoring the match by total points;
iii) the team which finished in the higher place in their pool will be the winner;
iv) the team which had the highest average VP score in the Qualifying Stage will be the winner.
v) lot, except that for the Final, if still tied, the title will be shared.
- 8.4 In Knockout matches, the team that finished higher in the Qualifying Stage will have a carry-over of 0.1 IMPs. There will be no carry-over if the opposing teams qualified from different pools.

9 Event Format

- 9.1 There will be five divisions. Each club is entitled to enter one or more teams in each of the five divisions. No more than two teams from a club can qualify to the KO stage in any single event.
- 9.1.1 - Division 1: No masterpoint limit on players.
- Division 2: Open to players with fewer than 750 MPs
- Division 3: Open to players with fewer than 300 MPs
- Division 4: Open to players with fewer than 100 MPs
- Division 5: Open to players with fewer than 50 MPs
- 9.2 The TO may elect to combine divisions and vary formats as deemed appropriate should there be insufficient entries in any division.
- 9.3 Timetable:
- | | |
|---------------|-------------------------------------|
| July 22: | Qualifying session 1 |
| August 19: | Qualifying session 2 |
| September 23: | Quarter-Finals KO and Consolation 1 |
| October 28: | Semi-Finals KO and Consolation 2 |
| November 25: | Finals KO and Consolation 3 |

9.4 Format – Division 1

The field of 20 teams will be seeded into 2 pools of 10 teams – designated Pools A and B. The Qualifying Stage over two sessions will comprise a round-robin of 6 board matches within each pool. The 4 highest placed teams will qualify to the KO Stage. For the purposes of the KO draw (9.8), teams will be seeded as follows.

Pool A		Pool B	
Placing	Seed	Placing	Seed
1	1	1	2
2	3	2	4
3	5	3	6
4	7	4	8

9.5 Format – Division 2

The Qualifying Stage will be played as a complete round-robin over two sessions, comprising seventeen 3 board matches. At the conclusion of the Qualifying, the top eight teams will qualify to the KO stage.

9.6 Format – Divisions 3 & 4

The teams in each division will be combined and play a Qualifying Stage over three sessions. This will be played as a complete round-robin comprising seventeen 4 board matches. At the conclusion of the Qualifying, the four highest placed teams in each division will qualify to the KO Semi-Finals.

9.7 Format – Division 5

The event will be played as a double round-robin of 12 board matches, converted to Victory Points using the WBF 12 board scale. There will be no KO stage.

9.8 Knockout Matches

9.8.1 All Knockout matches will comprise 24 boards, played in two stanzas of 12.

9.8.2 Following the Qualifying sessions, the teams will be seeded according to finishing position.

9.8.3 i) Subject to 9.8.5, the draw for the Quarter-Final matches will be:

QF 1: Seed 1 v Seed 8

QF 2: Seed 4 v Seed 5

QF 3: Seed 3 v Seed 6

QF 4: Seed 2 v Seed 7

ii) Semi-Final matches will be:

SF 1: Winner of QF1 v Winner of QF2

SF 2: Winner of QF3 v Winner of QF4

9.8.4 When only four teams qualify to the KO stage, the draw for the Semi-Final matches will be:

SF 1: Seed 1 v Seed 4

SF 2: Seed 2 v Seed 3

9.8.5 No more than two teams from each club may qualify to the Knockout matches. Should two teams from a club qualify to the Knockout stage, the higher placed team will be seeded according to their finishing position and for the Quarter-Final match will be drawn to play against the next highest placed qualifying team from their club. The remaining teams will be reseeded accordingly.

9.9 Consolation:

- 9.9.1 Teams failing to make the Knockout stage and any team defeated in a Knockout match may join the Consolation event(s).
- 9.9.2 The CTD will determine a format appropriate for the number of entrants.
- 9.9.3 Depending on the number of entrants, Consolation divisions will be combined to create a viable event.
- 9.9.4 If at all possible, a Swiss format will be used, with approximately 24 boards being played in each session. Teams defeated in Knockout matches will drop in to the Swiss on a score equal to the leader's score at the time.

Appendices

Tie-breaking

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

Calculation of multiple Average Plus awards during a session or match

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

Number of fouled/unplayable bds	IMPs assigned (Teams)
1	3
2	1
3	1
4	1
5	1
6	0