

2023 AUSTRALIA WIDE TEAMS CLUB KNOCKOUT ONLINE SUPPLEMENTARY REGULATIONS

1 General

- 1.1 The Australia Wide Teams Club Knockout Online (AWTCK) comprises five separate events held in divisions as described in the Event Format section.
The event will be played on the evening of the second Tuesday in the months of June and then August to December inclusive. The starting time shall be 7.30 pm (AEST in June, August and September, and AEDT in the other months).
- 1.2 The competition will be held under the Laws of Duplicate Bridge, 2017. The AWTCK 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 [Aust-Wide Club 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 Rob Ward.
- 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 31-3-23.
- 3.3 Eligibility for divisions restricted by number of members will be based on the number of home club members as at 31-3-23.
- 3.4 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.

- 3.5 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 have played at least 10 sessions at the club each year.)
- 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 all divisions except for those with a maximum masterpoint limit of 100 MPs or less.
- 4.3 YELLOW systems will not be permitted.

5 Seating

- 5.1 Knockout 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 In Knockout matches, the team that finished higher in the Qualifying Session will have a carry-over of 0.1 IMPs.

9 Event Format

- 9.1 There will be five divisions. Each club is entitled to enter one team in each of the four divisions applicable to the club.
- 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 100 MPs (Clubs with greater than 100 members)
- Division 4: Open to players with fewer than 100 MPs (Clubs with fewer than 100 members)
- Division 5: Open to players with fewer than 50 MPs
- 9.2 The TO may elect to combine divisions as deemed appropriate should there be insufficient entries in any division.
- 9.3 A list of clubs and number of home club members will appear in the Appendices.
- 9.4 Timetable:
June 13: Qualifying session 1
August 15: Qualifying session 2
September 12: Qualifying session 3
October 10: Quarter-Finals KO and Consolation 1
November 14: Semi-Finals KO and Consolation 2
December 12: Finals KO and Consolation 3
- 9.5 Qualifying sessions
Within each division, depending on the number of entries, the CTD shall determine a format to:
i) reduce the number of teams in the KO to 8, if required; and
ii) seed the field for the Quarter-Finals.
- 9.6 Knockout Matches
i) All Knockout matches will comprise 24 boards, played in two stanzas of 12.
ii) Following the Qualifying session, the teams will be seeded according to finishing position.
iii) 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
iv) Semi-Final matches will be:
SF 1: Winner of QF1 v Winner of QF2
SF 2: Winner of QF3 v Winner of QF4
- 9.7 Quarter-Finals:
i) If there are 7 teams entered, the highest ranked team from the Qualifying Session shall have a bye to the Semi-Finals;

ii) If there are 6 teams entered, the Quarter-Final draw will be:

QF 1: Seed 1 v Seed 6

QF 2: Seed 3 v Seed 4

QF 3: Seed 2 v Seed 5

The team losing their Quarter-Final match by the smallest margin shall be designated as a lucky loser and proceed to the Semi-Finals. They will be drawn against the highest seeded semi-finalist with the proviso that they may not be drawn to play the team they played in the Quarter-Final.

9.8 Consolation:

9.8.1 Teams failing to make the Knockout stage and any team defeated in a Knockout match may join the Consolation event(s).

9.8.2 The CTD will determine a format appropriate for the number of entrants.

9.8.3 Depending on the number of entrants, Consolation divisions may be combined to create a viable event.

9.8.4 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, 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