Grand National Open Teams - 2026
Sydney Metropolitan Final
Supplementary Tournament Regulations

1. The Event

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

1.2 The event will be run as a single knock-out with Swiss repechage, with a total of five teams progressing to the National Qualifying stage held online on the RealBridge platform from 18 until 20 September for 2.5 days.

1.3 Unless otherwise stated, all matches will be over 14 boards with a time limit of 98 minutes. No further boards may be started after 91 minutes.

1.4 The event will be held on Saturday 22 and Sunday 23 August, 2026. Session times will be as follows:

	18+ teams		16-17 teams	
	Knock-out	Swiss	Knock-out	Swiss
Saturday, 10.00am - 11.38pm	Round 1		Round 1 (1)	
Saturday, 12.00 noon - 1.38pm	Round 2	Round 1	Round 1 (2)	
Saturday, 2.15pm - 3.53pm	Round 3 (1)	Round 2	Round 2 (1)	Round 1
Saturday, 4.00pm - 5.38pm	Round 3 (2)	Round 3	Round 2 (2)	Round 2
Sunday, 10.00am - 11.38pm	Round 4 (1)	Round 4	Round 3 (1)	Round 3
Sunday, 11.45am - 1.23pm	Round 4 (2)	Round 5	Round 3 (2)	Round 4
Sunday, 2.00pm - 3.38pm		Round 6		Round 5
Sunday, 3.45pm - 5.23pm		Round 7		Round 6

1.5 Bridge NSW may include one or more House teams in order to facilitate movements. House teams pay no entry fees and are ineligible to qualify to the National Qualifying stage.

1.6 All systems will be permitted. Pairs may not claim protected pair status.

1.7 The initial field will be seeded to determine the first-round draw. The exact format for the first-round draw and the knockout section is dependent on the size of the entry. (See appendix for details.)

1.8 <u>The Swiss Repechage</u>

1.8.1 Results in the Swiss will be converted to victory points using the continuous WBF Swiss Teams 14 board match IMP to VP conversion scale.

1.8.2 The draw for round 1 of the Swiss repechage will be random.

1.8.3 Losing teams from the knockout will enter the Swiss on a score of 75% of the available VPs.

1.8.4 Teams entering the Swiss after round 1 will be ranked on the basis of the loss suffered. Rankings will be determined by:

(a) loss of a play-off (by smallest difference using the following criteria)
(b) smallest IMP difference (winning score - losing score)
(c) smallest IMP quotient (*i.e.* greatest total IMP turnover)
(d) lot

1.8.5 For each round of the Swiss, the top ranked team in the Swiss will play the bottom ranked team dropping into the Swiss, the second ranked team in the Swiss will play the second bottom ranked team dropping into the Swiss, *etc*.

1.8.6 If the number of drop-ins exceeds the number of teams currently in the Swiss, the method of determining the draw is at the Director's discretion, according to the following general principles:

(a) the top ranked and lowest ranked drop-ins will play teams already in the Swiss.
(b) the remaining drop-ins will be drawn to play against each other, avoiding rematches if possible.

1.8.7 Teams that have played in the knock-out section may meet again in the Swiss.

1.9 Tie Breaks

1.9.1 Tie Breaks for 14 board knockout matches will be decided by two board play-offs. If still tied, the result of all 16 boards played will be recalculated using board-a-match scoring and if still tied by total point scoring. If the teams are still tied then the tie will be broken by lot. Note that a tiebreak may not be necessary in rounds where there are lucky losers.

1.9.2 Tie Breaks for 28 board knockout matches or for a spot in the National Qualifying stage from the Swiss Repechage will be decided by a four-board play-off followed by successive one board play-offs until a result is achieved.

1.9.3 Other ties in the Swiss will be broken by net IMPs.

2. Eligibility

2.1 Teams must consist of 4, 5 or 6 players.

2.2 All team members must be active player members of the ABF Masterpoint Scheme.

2.3 Each player must be a member of a Sydney metropolitan bridge club affiliated with Bridge NSW.

2.4 Each player must be a bona fide resident of the Sydney metropolitan region or a neighbouring NSW country GNOT region (Central Coast, Mountains or Tablelands-Illawarra).

2.5 All teams must have:

(a) been nominated by an affiliated Metropolitan Bridge Club after completion of a GNOT Qualifying event. Members of such teams must have played in a CQE or DQE at the nominating club or, if this is not feasible, be members of or regular player at this club; or

(b) entered the event directly and paid the $280 entry fee. Such teams must consist entirely of players who have previously played in Metropolitan Club qualifying competitions or one of the DQEs held by SBC or NSBC.

2.6 There is no minimum board requirement for team members.

2.7 Players who have qualified to the Metropolitan Final in more than one team must notify the Metropolitan GNOT Organiser (metrognot@bridgensw.com.au) by e-mail at least two weeks before the Metropolitan Final, nominating the team in which they will play.

2.8 Players who have qualified to the National Qualifying stage from a DQE cannot be member of a team playing in the Metropolitan Final.

3. Substitutions, Augmentations, Withdrawals and Qualification to the National Qualifying stage

3.1 Substitutions are to be in accordance with the Bridge NSW Tournament Regulations, with each match (or 14-board segment) being defined as a separate session. In addition, players who have qualified for the National Qualifying stage from a DQE cannot be substitutes in the Metropolitan final.

3.2 Teams of 4 or 5 players may augment players before the start of play provided:

(a) The augmentation has the approval of the club that nominated the team;

(b) Each augmented player is an active player member of the ABF Masterpoint Scheme;

(c) The players being augmented have not previously qualified to the National Qualifying stage;

(d) The players being augmented are bona fide members of the club that submitted the entry, regular players at that club or played that club's CQE.

3.3 Teams of 4 or 5 players that qualify to the National Qualifying stage may augment players provided:

(a) A request to augment is received in writing by the Metropolitan GNOT Organiser (metrognot@bridgensw.com.au) by e-mail at least two week before the National Qualifying stage;

(b) The players being augmented are judged by the Bridge NSW Events Committee to be of equivalent standard to the rest of the team;

(c) Each augmented player is an active player member of the ABF Masterpoint Scheme and also a member of a Sydney metropolitan bridge club affiliated with Bridge NSW;

(d) The players being augmented played in a Sydney Metropolitan GNOT DQE or CQE and have not previously qualified to the National Qualifying stage.

3.4 Withdrawal

Teams are expected to play the entire two-day Metropolitan final. Withdrawal is only allowed under exceptional circumstances.

3.4.1 Teams needing to withdraw from the Swiss may do so at the end of play on Saturday (5.40pm) or at the start of lunchtime on Sunday (1.30pm). Such teams must notify the Director and explain the need for withdrawal.

3.4.2 No team may withdraw from the knock-out section of the event, however, if mishap prevents a team from continuing, its place will be taken by:
(a) the team it is currently playing
(b) the loser from the last completed round of the knock-out that lost by the smallest margin.

3.5 National Qualifying stage

3.5.1 The two teams that win in the final round of the knockout section will qualify to the National Qualifying stage, along with the 3 top teams from the Swiss Repechage.

3.5.2 Any team that qualifies for the National Qualifying stage, but opts not to proceed, will be replaced by the highest placed team available. For the purposes of this regulation, the ranked order of teams will be defined as:

1= Undefeated teams from the knock-out,
3 Top ranked team from the Swiss,
4 Second ranked team from the Swiss, *etc*.

4. Fees

4.1 Bridge NSW will pay all masterpoint charges and all further entry fees associated with the National Qualifying stage.

5. Masterpointing

5.1 Gold masterpoints will be available to the winners of each 14-board match (or segment) at the rate of 3.36 masterpoints per team, increasing to 5.04 per team for the last KO matches.

5.2 For masterpointing purposes only, a win in a 14-board match or segment must be by at least 3 IMPs. Masterpoints will be shared equally by the teams for wins by margins smaller than those specified.

5.3 No masterpoints are awarded for tie-breaking play-off matches.

5.4 Outright masterpoints will be awarded to the top third of the field, where the ranking of the entire field is determined as described in section 3.5.2 above.

6. Appendix - The knock-out section.

6.1 Round 1. The field will be seeded into 3 or 4 bands according to the format table in #6.5. The sizes and relative positions in the field being read from left to right in the table.

6.1.1 The top section will be drawn randomly against the bottom section. The middle section will be randomly drawn against itself.

6.1.2 Triangles will last over 2 rounds. For 22+ teams, triangles will qualify 2 teams to the KO section and 1 team to the Swiss. For 17-21 teams, each triangle will qualify 1 team to the KO section and 2 teams to the Swiss and will consist of one team from the top band and 2 teams from the bottom band, all randomly selected.

6.1.3 Teams in triangles shall be ranked by number of wins, then net IMPs, then split as in #1.9.1.

6.2 Subsequent rounds: the teams remaining in the knockout section will be reseeded on the basis of their results in the previous round. Rankings will be determined by:
(a) greatest IMP difference (winning score - losing score)
(b) greatest IMP quotient (*i.e.* lowest total IMP turnover)
(c) lot.

6.2.1 The team seeded highest will have choice of opponents from amongst the lowest n seeded teams, where n is defined by the table below. The team seeded second will then have choice of opponents from the remaining bottom n teams, and so on. The remaining unchosen teams will then be paired by seeding, with the highest seeded team playing the lowest seeded team.

6.2.2 House teams and any teams not represented will lose their rights to choose. The highest ranked such team will play the lowest ranked unchosen team. The right to choose does not devolve to teams ranked in the bottom n teams. Teams may not meet twice in the knockout section.

Remaining	"n"	Remaining	"n"	Remaining	"n"
32	20	24	15	8	5
30	18	16	10	4	2
28	17	14	9		

6.3 For an entry of 16 or 17 teams there will only be three rounds in the knockout section. In this case all three rounds of the knockout section will be played over twenty-eight boards. The number of rounds is shown in the table in #6.5.

6.4 In each round the winner of a knockout match qualifies for the next round along with a number of lucky losers as defined in the table in #6.5. House teams and any teams that have lost a match in a previous round are ineligible for lucky loser slots. Lucky loser slots will be taken by:

(a) teams that finished net positive on IMPs in triangles; next by
(b) teams that tied their match (a lower IMP turnover shall take a lucky loser slot first); next by
(c) teams that lost by the smallest margin (lower turnover gets preference where equal).
In case of a tie for the final lucky loser spot(s) this will be broken by lot.

6.5 Format table

		Seeding Bands				Lucky Losers
Entry	Rounds	Top	Triangle	Middle	Bottom	R1 LLs
16	3	5	0	6	5	0
17	3	5	*	6	6	0
18	4	5	0	8	5	6
19	4	5	3	6	5	4
20	4	6	0	8	6	6
21	4	6	3	6	6	3
22	4	7	0	8	7	5
23	4	7	3	6	7	2
24	4	8	0	8	8	4
25	4	7	3	8	7	1
26	4	9	0	8	9	3

* For 17 teams only, the triangle consists of 1 team from top band and 2 teams from bottom band and produces a single winner.