

To: **ALL GNOT CAPTAINS**  
From: John Brockwell, Convenor  
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Date: 3 October, 2003  
Re: GNOT National Final, Sydney, Friday to Monday 21-24 November 2003

## **TRAVEL**

Each team will receive a travel subsidy from the ABF for four players. Teams travelling to Sydney from interstate and from the Northern Rivers region of New South Wales are entitled to travel by air. Players in those teams should book the cheapest available economy-class fares (which may be with Virgin Blue). They will be reimbursed at the tournament on Saturday morning. Air travel has become a heavy burden on GNOT finances; therefore, players are asked to get the very best deal that they can. Internet fares are often the most reasonable.

Sometimes in the past, players have found that they cannot return home on the flights that they have booked because, perhaps unexpectedly, they qualify for the semi-finals or final, and that the airlines impose financial penalties for re-booking. The ABF will meet this contingency. Provided that a player's original return flight is the last scheduled flight from Sydney on Sunday evening November 23, the ABF will pay any extra cost of re-booking should that player's GNOT commitments make it impossible to catch the original flight.

For teams travelling to Sydney from elsewhere in non-metropolitan New South Wales or from ACT, the subsidy will be 100% of the standard bus fare for four adults.

Where appropriate, the team captain will receive the subsidy for all four members of the team and will bear responsibility for travel arrangements. The cheques will be distributed during the Saturday of the GNOT at the venue by the GNOT convenor. However, exceptions may be made on the grounds of financial hardship and the cheques forwarded at an earlier date provided that the captain makes application to the ABF Secretariat explaining the circumstances.

## **ACCOMMODATION**

Players in the GNOT are expected to make their own arrangements about accommodation.

## **PLACE**

The event will be held at the Hakoah Club, 61 Hall Street, Bondi, which is very close to Bondi Beach.

## **TIME**

The event commences on Friday 21 November. There are two starting times, *viz.* 11.00 am (for the 40 teams that **do not** have first-round byes) and 1.30 pm (for the 12 teams that **do** have first-round byes).

The 12 teams that have a first-round bye, i.e. start play at 1.30 pm, are:

Sydney 1	Sydney 5	Adelaide 2
Sydney 2	Perth 1	Adelaide 3
Sydney 3	Perth 2	Melbourne 1
Sydney 4	Adelaide 1	Melbourne 2

The 40 teams that do not have a first-round bye, i.e. start play at 11.00 am, are:

Sydney 6	Northern Rivers 2	Canberra 2
Sydney 7	North Coast	ACT Provincial
Sydney 8	Hunter 1	Melbourne 3
Brisbane 1	Hunter 2	Gippsland
Brisbane 2	Central Coast 1	Northern Victoria
Brisbane 3	Central Coast 2	Henty
Far North Qld	Australian Juniors	Tasmania 1
Capricornia	Tablelands-South Coast 1	Tasmania 2
Wide Bay	Mountains	SA Provincial
Sunshine Coast 1	Central-Northern	Northern Territory
Sunshine Coast 2	South-West NSW	Perth 3
Gold Coast	Western NSW	WA Country
Darling Downs	Canberra 1	WA Provincial
Northern Rivers 1		

### FORMAT

1. There are 52 teams. The field will be seeded taking into account form, past performance, and region of origin.
2. The event (until the semi-final stage) will be played in 14-board sets.
3. The event will commence as a knockout, the first round being of 14 boards. There will be 40 teams playing head-to-head in this first knockout round. The 20 winning teams progress to the second knockout round; the 20 losing teams enter the Swiss repechage.
4. The Swiss repechage comprises nine 14-board rounds.
5. The second knockout round comprises 32 teams and will be played over 28 boards in two 14-board sets. The 16 winning teams progress to the third knockout round; the 16 losing teams enter the Swiss repechage.
6. The third knockout round comprises 16 teams and will be played over 28 boards in two 14-board sets. The eight winning teams progress to the fourth knockout round; the eight losing teams enter the Swiss repechage.
7. The fourth knockout round comprises eight teams and will be played over 28 boards in two 14-board sets. The four winning teams progress to the fifth knockout round; the four losing teams enter the Swiss repechage.
8. The fifth knockout round comprises four teams and will be played over 42 boards in three 14-board sets. The two winning teams proceed directly to the semi-finals; the two losing teams proceed to the repechage playoff.
9. The repechage playoff comprises four teams, the two losers from the fifth round knockout and the two top teams from the Swiss. The repechage playoff will be played over 20 boards in two 10-board sets. The two winning teams proceed to the semi-finals.
10. The semi-finals will be played over 48 boards in four 12-board sets.
11. The final will be played over 64 boards in four 16-board sets.

### TIMETABLE

Friday	11.00	Knockout round 1	Set 1
	1.30	Knockout round 2	Set 1
		Swiss repechage	Rnd 1

	3.30	Knockout round 2	Set 2
		Swiss repechage	Rnd 2
	7.15	Knockout round 3	Sets 1
		Swiss repechage	Rnd 3
	9.15	Knockout round 3	Set 2
		Swiss repechage	Rnd 4
Saturday	9.30	Knockout round 4	Set 1
		Swiss repechage	Rnd 5
	11.30	Knockout round 4	Set 2
		Swiss repechage	Rnd 6
	2.00	Knockout round 5	Set 1
		Swiss repechage	Rnd 7
	4.00	Knockout round 5	Set 2
		Swiss repechage	Rnd 8
	6.00	Knockout round 5	Set 3
		Swiss repechage	Rnd 9

(The early start and early finish on Saturday is designed to cater for the many people who expressed a wish to view the final of the Rugby World Cup.)

Sunday	10.00	Repechage playoff	Boards 1-20
	1.30	Semi-finals	Boards 1-24
	7.00	Semi-finals	Boards 25-48
Monday	9.30	Final	Boards 1-32
	2.30	Final	Boards 33-64

## SYSTEMS REGULATIONS

Regulations pertaining to systems will be different depending upon whether your team is playing in the knockout phase of the event or in the Swiss repechage.

Knockout regulations. YELLOW systems will be permitted in all knockout phases except knockout rounds 1 and 2. Pairs playing YELLOW systems must submit a concise summary, typed or written in black ink on one side of one sheet of A4 paper to the Chief Tournament Director by 1.30 pm on Friday 21 November 2002. Failure to comply may result in disallowance of the system.

Repechage regulations. YELLOW systems will not be permitted in this phase of the event.

## SCORING

Knockout matches will be scored by IMPs. The 20 first-round losers will enter the Swiss with a score of 0 IMPs. Teams subsequently entering the Swiss after being knocked out will be allocated the same score; that is, the score of the leading team, or 80% of the available VPs to date, whichever is the lower. Swiss matches will be scored by IMPs converted to VPs on the WBF 14-board scale.

**HOSPITALITY**

There will be a small function at close of play on Saturday evening 22 November.

**AUSTRALIAN PROVINCIAL PAIRS CHAMPIONSHIP**

This 2-session match-pointed pairs event will be staged on Sunday 23 November starting at 10 am. Players that have participated in the GNOT representing country regions, SA Provincial, ACT Provincial, Northern Territory, WA Provincial and Tasmania, and have been eliminated, are eligible. There is no entry fee. A trophy and medallions will be awarded to the winning pair.