

WIDE BAY ZONE EVENTS CONDITIONS OF CONTEST.

Bundaberg / Gympie / Hervey Bay / Maryborough

Wide Bay Zone Novice Pairs Trial:

Players must be a Home Club Member of a Club within Wide Bay Zone. This Event will be played in Maryborough Club. If a player withdraws from representing Wide Bay Zone at the Queensland Novice Pairs, they may augment a player, providing that the augmented player had competed in the Wide Bay Zone Novice Pairs Trial. 2 Pairs will be subsidized, and if sufficient interest, a 3rd Pair will be offered to participate in the Queensland Novice Pairs Championship to be held in Brisbane. The winning Pair will hold the Wide Bay Zone Novice Pairs Shield for 12 months.

GNOT Club Play-offs:

Players must be a Home Club Member of a Club within the Wide Bay Zone for Club Play-off / Semi-Final / Final. All four Clubs MUST hold a play-off in their Home Club. The top half of the field (or as near as possible) from each Club shall now progress to the Semi-final to be held in Maryborough Club. Continuation from Club playoffs to the Semi Final is not compulsory.

Each Club must send results of Home Club play offs and all Team Members names to the Secretary on completion of their Club play offs. Each Club is responsible for sending their results to the State Masterpoint Secretary. When the State Masterpoint Secretary sends the account for the Masterpoints to your Club and after your Club has paid the account, your respective Club must then send the account to the Wide Bay Zone Secretary who will then reimburse their respective Club for their Gold Masterpoints.

Each Team may nominate up to 6 Players in their Team. If a Member of a Team has to withdraw and the Team did not nominate 6 players and needs to augment for the Semi-final, they may augment with up to 2 players (making a total of 6 players) providing that they competed in Club play-offs within Wide Bay Zone. Bundaberg, Gympie, Maryborough and Hervey Bay.

GNOT Semi-Final:

Before start of play, all Teams must nominate if they are contending or non – contenting Teams for the Zone GNOT Final.

Players must be a Home Club Member of a Club within the Wide Bay Zone. This Event will be played in Maryborough Club over 1 day. 4 Teams will now qualify to play off in the Final. To play in the Zone Final you MUST be committed to play for a place in the online qualifying Event on Real Bridge and further be prepared to travel interstate to play in the face-to-face GNOT National Final.

If a Member of a Team has to withdraw and the original Team did not nominate 6 players in their Team and needs to augment for the Final, they may augment up to 2 players for that Team (making a total of 6 players) from players who must have competed in Club play-offs of the GNOT within Wide Bay Zone. Wide Bay Zone will work their way down the Semi- final result list until 4 Teams are selected.

GNOT Final:

Players must be a Home Club Member of a Club within the Wide Bay Zone. The Zone Final is to be played in Maryborough Club. The 4 Teams will play a Round Robin of 3 X 20 Board matches with the

winning Team representing Wide Bay Zone. If a member of the original Team has to withdraw and the original Team did not nominate 6 players in their Team and needs to augment for the Final, they may augment up to a total of 2 players for that Team (making a total of 6 players). An augmented player may only be selected from players who have played within Wide Bay Zone GNOT Club play-offs. If for some valid reason a player wishes to withdraw once the Final is completed, (not for the sake of convenience) changes must be approved by the GNOT Tournament Organizer through the Secretary of Wide Bay Zone who will then make a request through the State Secretary.

To play in this Final, all contending Teams must be prepared to play in the online qualifying (Real Bridge) and if they qualify further, they must be prepared to travel interstate to play in the face-to-face GNOT National Final. The winning Team's Entry Fee to play in the online Real Bridge is subsidized by Wide Bay Zone.

Wide Bay Zone Teams Trials:

Players must be a home Club Member of a Club within the Wide Bay Zone. This Event is played in Maryborough Club. Each Team may nominate up to 6 players in their Team. If a member of the original Team has to withdraw and the original Team did not nominate 6 players, and needs to augment to compete in the QBA Open Teams Championship in Brisbane, they may augment up to a total of 2 players for that Team (making a total of 6 players) providing that the augmented player has played in the Wide Bay Zone Teams Trial. 3 Teams will be subsidized to play in the QLD Festival of Bridge in Brisbane. Winning Team will hold Wide Bay Zone Teams Shield for 12 months.

Wide Bay Zone Open Pairs Trial:

Players must be a Home Club Member of a Club within Wide Bay Zone. This Event is to be played in Maryborough Club. If a player withdraws, they may augment a player, providing that the player had competed in Wide Bay Zone Open Pairs Trial. 3 Pairs will be subsidized to play in the Queensland Festival of Bridge. Winning Pair will hold Wide Bay Zone Open Pairs Shield for 12 months.

Wide Bay Zone Inter-Club Teams Final:

Each Club must have a play-off in their appropriate Sections.

Novice: 0:00 > 99.99 MP's.

Open: 100+ MP's.

Players Must be Home Club member of a Club within Wide Bay Zone. For qualifying, players can only play in their respective Home Club. Each Team may nominate up to 6 players for their Team. If a member of the original Team has to withdraw and the original Team did not nominate 6 players, they may augment up to 2 players (making a total of 6 players) who have played in their respective Home Club play-offs. The Final is played in Maryborough in November. The Final will be played in 2 Sections, Open and Novice. At the conclusion of the Event, the total VPs from both Sections will be calculated together and the Club with the most VPs shall hold the Wide Bay Zone Inter-Club Teams Shield for 12 months.