## Format for Open Inter-Club

10 teams entered. From March to September will be the qualifying period after which the top 4 teams will make it to a knockout stage for October and November. In the qualifying period there will be 2 matches each month of 14 boards. The pairs will be swapped halfway through each match so that 7 boards are played against each pair in the opposing team. ( 28 board matches played later will be swapped after 14 boards)

There will be 14 matches from March to September. The first 9 matches will make a complete round robin. The remaining 5 matches will be an average selection of the field. That will be decided by the standings at the end of June when 8 out of 9 matches of the round robin will have been played.

From July to Sept the 6 matches are the last round robin match followed by the teams who were $1^{\text {st }}, 3^{\text {rd }}, 6^{\text {th }}, 8^{\text {th }}$ and $10^{\text {th }}$ playing the teams who were $2^{\text {nd }}, 4^{\text {th }}, 5^{\text {th }}, 7^{\text {th }}$ and $9^{\text {th }}$.
e.g. If your team was $4^{\text {th }}$, you play the teams who were $1,3,6,8$ and 10 . If your team was $3^{\text {rd }}$, you meet the teams who were $2,4,5,7$ and 9 .

All teams should have had an equal draw by the end of September when they need to be in the top 4 to have a chance of winning the event.

## The Final Stages for the Top 4 Teams

In October $1^{\text {st }}$ plays $4^{\text {th }}$ and $2^{\text {nd }}$ plays $3^{\text {rd }}$ in semi-final knockout matches of 28 boards which decide the finalists and the teams in the play off for $3^{\text {rd }}$.

There is carryover to each of those matches in the semis, final and play-off for $3^{\text {rd }}$. Carryover is calculated on the difference in VPs of the two teams after September.

For the first 5 Victory Points the leading team gets that number of IMPs e.g. If they are 4.93 VPs ahead, they get 4.93 IMPs carryover.

For the next 10 Victory points they only get $50 \%$ of that rate.
e.g. If they are 15 VPs ahead, they get a carryover of 10 IMPs .

Any more VPs beyond that they only get 20\% of the original rate.
e.g. If they are 25 VPs ahead, they get a carryover of 12 IMPs .

## The Plate for the teams ranked $5^{\text {th }}$ to $10^{\text {th }}$

There will be one match of 28 boards each month.
Those matches are twice as long, so VPs scored up to that stage will be halved.
The draw will be done on a Swiss basis. October will be $5^{t h} v 6^{\text {th }}, 7^{\text {th }} v 8^{\text {th }}$ and $9^{\text {th }} v 10^{\mathrm{th}}$.
The draw for November will be as close as possible to that, using the standings at the time, without playing the same team that was played in October.

## Tie Breaks

The way this format has been structured makes the need for a tie break extremely unlikely. But extremely unlikely things do sometimes happen.

If the tie break is for a final position such as after the Final, the Play-off for $3^{\text {rd }}$ or the finishing positions in the Plate then the tie will not be broken.

If the tie break is needed to decide which team progresses to the next stage or to decide what the draw should be for the next round, then it will be decided by random draw. That will be organized so that both team captains can see that it was done randomly even if they are unable to be present.

