

**Wellington Bridge Club**  
**Finals – Epic Journeys Premier Teams**  
**Supplementary Regulations for Qualification matches**

<p><b>Dates and Start Times</b></p>	<p>The qualification stage of the tournament is run over five evenings, one per month (approximately) starting in April. Check the Wellington programme book or the Wellington Bridge website for dates.</p> <p>Start time for all session is 7:30pm and the team is expected to be seated by 7:25pm.</p>
<p><b>Playing Format</b></p>	<p>The qualifying contest consists of 10 x 13 board matches over 5 nights. The draw for the first match will be a random computerised draw. Thereafter the draw for each match will be “live swiss”. At the end of the qualifying stage, 8 teams will be eligible to contest the Final matches.</p>
<p><b>Match Timing</b></p>	<p>For each 13 board match, 90 minutes will be allowed to have entered all scores via the table device.</p> <p>If after 90 minutes all match results are not received because players are still playing then the Director at their discretion may allow play to continue; HOWEVER scores entered after 90 minutes will be subject to the penalties outlined in the SLOW PLAY paragraph of these regulations. Should the Director determine not to allow play to continue after 90 minutes, this will result in that board(s) being scored in accordance Law 86 (see paragraph on SCORING AND SCORE CHANGES).</p>
<p><b>Slow Play</b></p>	<p>Both pairs at a table are responsible for ensuring their match finishes and the scores entered within the allotted match close off time.</p> <p>The Director should be called if a pair feels they are being disadvantaged by opponent's slow play.</p> <p>Based on his own observation, the Director is empowered to assess the extent to which each team is responsible for failing to maintain the required rate of play and apply the prescribed slow play procedural penalties accordingly to each team.</p> <p>If both teams are felt to be contributing to slow play, there will be no procedural penalty to either team.</p> <p>The procedural penalties for failing to complete a match and/or failing to have scores entered within the allocated time are as follows:</p> <p style="padding-left: 40px;">First offence (1 board): Warning</p> <p style="padding-left: 40px;">Second and each subsequent offence or more than 1 board: 3 IMPs per board not played.</p>
<p><b>Scoring and Score Changes</b></p>	<p>Match results will be calculated using Imps converted to Victory Points, using the WBF scale for 13 board Matches.</p> <p>Bridgetabs will be in use, and in accordance with NZ Bridge regulations, South is responsible to enter scores progressively, and East shall confirm the accuracy of the data.</p> <p>Both sides have the shared responsibility to ensure that ALL scores are entered before the half-session close off time.</p> <p><b>Boards not played</b> will be scored in accordance with Law 86</p> <p style="padding-left: 40px;">If the board is not played at both tables, it will be withdrawn and not</p>

	<p>scored by either side.</p> <p>If the board has been played at the other table and if a non-offending pair obtained a favourable result, that score will stand, and the offending side will receive a zero score for the board.</p> <p>If the board has been played at the other table and if a non-offending pair obtained an unfavourable result, the board will be withdrawn and not scored by either side.</p> <p>Procedural penalties for slow play may also be incurred.</p> <p><b>Score Changes</b> Score changes shall only be made with agreement of the opponents using the official score change request form available from the Director. The requirement for opponent agreement may be waived by the Director if the correction is obvious and in favour of the opponents.</p> <p><b>Score Finalisation</b> The correction period for score changes shall be up until 3pm of the day following the match.</p>
<b>Substitution</b>	Teams may be up to 6 named persons and there is no limit as to the number of nights those team members may play. In addition, a team may have up to 2 substitutions on each night so long as 2 of the nominated team play on any one night. Players can substitute for more than one team without restriction.
<b>Bidding Systems</b>	<p>Blue, Green and red systems the EXCLUDE Brown Sticker Conventions may be played on all nights. Yellow systems (HUMS, Ferts, etc.) and systems that include Brown Sticker Conventions may not be played on the first night of the event but may be played on the other nights.</p> <p>Psychic bidding must be registered by the player making the psyche bid - see the Director.</p>
<b>System Cards</b>	System cards in NZ Bridge format with a minimum of the two outer pages filled in must be available at the table for opponents' reference.
<b>Alerting</b>	<p>Players are reminded that as per NZ Bridge policy, the principle of full disclosure should be followed.</p> <p>At the start of a round or match, pairs should acquaint each other with their basic system, length of their 1-level opening bids, the strength and style of their opening 1NT and any unusual self-alerting calls that may catch their opponents by surprise (eg doubles that are neither for penalty nor for takeout, or high-level transfer pre-empts).</p> <p>In addition to the above, the partner of a player who makes a 1C or natural 1NT opening bid, shall promptly alert their opponents by announcing their systemic agreement.</p> <p>The use of Stop Cards is mandatory.</p>
<b>Penalties for Delaying a Match or Forfeited Matches</b>	<p>Players shall be in their seats ready to commence play 5 minutes prior to the official start time of each match.</p> <p>In accordance with the NZ Bridge 2016 Manual, if a contestant delays the start of a match, their team, at the discretion of the director, may be penalised as follows:</p>

	<p><b>0-5 mins:</b> warning for first offence then 3 IMPs for each subsequent offence</p> <p><b>5-10 mins:</b> 3 IMPs</p> <p><b>10-15 mins:</b> 6 IMPs</p> <p><b>15-20 mins:</b> 9 IMPs</p> <p><b>20-30 mins:</b> 15 IMPs</p> <p><b>30+ mins:</b> the Director has the power to impose penalties they deem to be equivalent to the above scale.</p> <p>Boards withdrawn because of time constraints from late arrival are cancelled. The non-offending side shall be awarded 3 IMPs for each such board.</p>
<p><b>Alterations to these Supplementary Regulations</b></p>	<p>During the course of this event, the Wellington Club may make additions and/or alterations to these Supplementary Regulations if it considers it in the best interests of the event to do so.</p> <p>Where it is necessary for reasons of expediency to make a change during a session, the Director in Charge will consult with the Club Chief Director or their delegate who are playing. When this is not possible, the Director in Charge is fully authorised to solely make such changes on behalf of the Club.</p>
<p><b>Appeals Committee/Match Committee</b></p>	<p>The Director in Charge for the event is Kevin Walker</p> <p>Prior to the finals matches, the Director in Charge will obtain the approval of a small number of people to serve on an Appeals Committee should this be required. If an appeal is lodged, the Appeals Committee will be selected from a subset of this group.</p> <p>The Match Committee consists of:</p> <ul style="list-style-type: none"> <li>The Director in Charge</li> <li>Wellington Bridge Club Chief Director</li> <li>Wellington Bridge Club Office Manager</li> </ul>