

Wellington Bridge Club
Finals - Harcourts Premier Teams 2017
Supplementary Regulations

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| Dates and Start Times | The finals tournament is run over three evenings in late November, early December. Check the Wellington programme book, or the Wellington Bridge website for dates. Start time for the third session is 7:15pm. Start time for session 1 and 2 is 7:30pm. |
| Qualification | The Harcourts Premier team's 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". The top 8 teams will qualify for the Harcourts Premier Team finals. Non qualifiers can play in the Harcourts Plate – a pairs event which will run as a separate event over the same evenings as the finals. Players knocked out of the Harcourts Teams Quarter Finals can enter Session 2 of the Harcourts Plate and will be given a percent score equal to the 67 percentile of the results in Session 1 of the Plate. |
| Substitution | Substitution regulations as per the NZ Bridge Manual shall be followed. |
| Rights | Please advise the club Manager at the time of qualification if seating or moving rights are requested. |
| Playing Format | The 8 qualifying teams will compete in a knockout quarterfinal, semifinal, and final. Each match will be 28 boards played in one session, with a "score up" after 14 boards, before changing pairs. For each 14 board half session, 96 minutes will be allowed to enter scores. Any score not entered after 96 minutes will be scored as "not played". |
| Draws | <p>Quarterfinal draw The draw for the QF stage shall be based on "choice by the most successful teams" as determined by the qualifying stage.</p> <p>Top qualifier chooses their opposing team from the 5th to 8th qualifiers, and the 2nd top qualifier chooses their opponents from the 3 teams left in the 5th to 8th bracket, etc.</p> <p>3rd top qualifier then chooses from the 2 teams still available, and of course the remaining two teams draw each other.</p> <p>Semifinal draw The draw for the semifinal will be a static draw viz. Result 1 vs. Result 4 and Result 2 vs. Result 3.</p> <p>To clarify this, the winning team of the match that originally had the 1st qualifier plays against the winning team of the match that originally had the 4th qualifier, etc.</p> |

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| | <p>Final playoff The losing semifinalists will play off against each other for 3rd place.</p> <p>The losing quarterfinalists, if they wish to join in the Plate event after the first session, shall be allocated a percentage score equivalent to the 67th percentile of the scores from the first session.</p> |
| Scoring | <p>IMPS scoring will be used.</p> <p>Tie Breaking Should it be necessary to break a tie for selection of the top qualifying 8 teams, the default tie breaking procedure as in the NZ Bridge Manual shall be adopted .</p> <p>In the QF and SF stages, a tie will be broken by successive 4 board play-offs.</p> <p>A tie in the final match will not be broken.</p> <p>Boards not played Boards removed from play by the director shall not be scored in the match.</p> <p>Forfeited matches If a team is unable to play or complete a match, the relevant regulations as per the NZ Bridge Manual will be enforced.</p> <p>The correction period for score changes for the first 2 sessions shall be 30 minutes after personal score cards have been made available, but to facilitate timely finalization of results the correction period after the final session will be reduced to 10 minutes.</p> <p>Score changes shall only be made with agreement of the opponents, using the official score change request form.</p> |
| Carryover | <p>.25 Imp for each VP between the two competing teams (rounded up to the nearest integer) with a maximum carryover of 10 Imps.</p> <p>Carryover will apply to every knockout match; the carryover is calculated only on the scores obtained in the qualifying stage.</p> |
| Slow Play | <p>The Director may be called if a pair feels they are being disadvantaged by opponents slow play.</p> <p>If only one pair is responsible for the slow play, the Director will issue a warning for slow play.</p> <p>If slow play is not corrected and not all boards are played in each 14-board ½ session, the director may issue a procedural penalty of 3 Imps per unplayed board to the team of the offending pair. The director's decision is final.</p> <p>If both teams are felt to be contributing to slow play, there will be no procedural penalty to either team.</p> |
| Bidding Systems | <p>All bidding systems are permitted in the Finals.</p> <p>Psychic bidding must be registered by the player making the psyche bid - see the Director.</p> |
| System Cards | <p>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.</p> |

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| Alerting | <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> |
| Alterations to these Supplementary Regulations | <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> |