

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

<p><b>Dates and Start Times</b></p>	<p>The finals of the tournament is run over three evenings in late November, early December. Check the Wellington programme book, or the Wellington Bridge website for dates.</p> <p><b>Start time for the third session is 7:15pm.</b> Start time for session 1 and 2 is 7:30pm.</p>
<p><b>Qualification</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”.</p> <p>The top 8 teams will qualify for the Quarterfinal session.</p> <p>Non qualifiers can play in the concurrent Plate event – a pairs event which will run as a separate event over the same evenings as the finals.</p>
<p><b>Carryover</b></p>	<p>At the end of the qualification stage, each of the eight teams will be notified of the carryover that will apply should they play each of the other teams.</p> <p>The carryover calculated only on the scores obtained in the qualifying stage and will apply to every final match.</p> <p>The carryover is .25 Imp for the difference in VPs between the two competing teams (rounded up to the nearest integer) with a maximum carryover of 10 Imps.</p>
<p><b>Finals Playing Format</b></p>	<p>The 8 qualifying teams will compete in a knockout Quarterfinal. The top four teams of the Quarterfinal will compete in Semifinal and Final matches to determine the placings of the top four teams.</p> <p>Each match will be 28 boards played in one session, with a “score up “after 14 boards, before changing pairs.</p> <p>Players knocked out of the Quarterfinal can, if they wish, enter Session 2 of the pairs Plate event and will be given a score for Session 1 (that they didn't play) equal to the 67<sup>th</sup> percentile of the results in Session 1.</p>
<p><b>Draws</b></p>	<p><b>Quarterfinal draw</b></p> <p>The draw for the Quarterfinal 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 5<sup>th</sup> to 8<sup>th</sup> qualifiers, and the 2<sup>nd</sup> top qualifier chooses their opponents from the 3 teams left in the 5<sup>th</sup> to 8<sup>th</sup> bracket, etc.</p> <p>3<sup>rd</sup> top qualifier then chooses from the 2 teams still available, and of course the remaining two teams draw each other.</p> <p><b>Semifinal draw</b></p> <p>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 <b>winning team</b> of the match that originally had the 1<sup>st</sup> qualifier plays against the <b>winning team</b> of the match that originally had the 4<sup>th</sup> qualifier, etc.</p>

	<p><b>Final playoff</b> The losing Semifinalists will play off against each other for 3<sup>rd</sup> place.</p>
<b>Match Timing</b>	<p>For each 14 board half-match, 96 minutes will be allowed to have entered all scores via the table device.</p> <p>If after 96 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 96 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 96 minutes, this will result in that board(s) being scored in accordance Law 86 (see paragraph on SCORING AND SCORE CHANGES).</p>
<b>Slow Play</b>	<p>Both pairs at a table are responsible for ensuring their match finishes and the scores entered within the allotted half-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 half-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>
<b>Scoring and Score Changes</b>	<p>Match results will be calculated using Imps converted to Victory Points, using the WBF scale for 28 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>Tie Breaking</b> 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 Quarterfinal and Semifinal matches, 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><b>Boards not played</b> will be scored in accordance with Law 86 If the board is not played at both tables, it will be withdrawn and not 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</p>

	<p>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 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>
<b>Substitution</b>	<p>In accordance with the NZ Bridge 2016 Manual, any substitution must be authorised by the Director in Charge (preferably in advance of a match). The Director in Charge is authorised to permit a substitute provided they judge that the substitute is of approximately equivalent standard to the player for whom the substitute is sought. Any contestant present at the relevant table may appeal against the Director in Charge's judgement of equivalence. Such appeal will be heard by the Match Committee, which may, if the appeal is successful, award an adjusted score.</p>
<b>Bidding Systems</b>	<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>
<b>System Cards</b>	<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>
<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>