# **International Mixed Teams Trials**

### Auckland Bridge Club 2<sup>nd</sup> – 3<sup>rd</sup> March 2024 Remuera Bowling Club 4<sup>th</sup> March 2024 Supplementary Regulations

These Regulations are supplementary to The Laws of Duplicate Bridge 2017 and the NZ Bridge General Tournament Regulations 2022. During this Tournament, and within the limits contained in the Tournament Regulations, the Director in Charge or the Match Committee may make additions and/or alterations to the Supplementary Regulations if it considers it in the best interests of the Tournament to do so.

Official session starting times may be varied by the Director as necessary.

Players are expected to be seated at least 5 minutes before the official starting times.

# <u>Format</u>

**Mixed: Quarter-finals** 4 x 14 board stanza, IMP scored. The top three seeded teams, in order, can choose their opponents from teams 4 – 8. The remaining 2 teams play in the 4<sup>th</sup> match. The winning teams progress to the semi-finals with the winning team from the match with the top seed playing the winning team from the match played between the 2 unselected teams. The winning teams from the other matches will play each other.

**Semi-final** 4 x 14 board stanza, IMP scored. The winning teams will progress to the finals.

Final 4 x 14 board stanza, IMP scored.

# <u>Timetable</u>

#### Saturday

#### **Quarter-finals**

9.30am – 11.30am	Stanza 1
11.45am – 1.45pm	Stanza 2
2.30pm – 4.30pm	Stanza 3
4.45pm – 6.45pm	Stanza 4

# Sunday

### Semi-finals

9.30am – 11.30am	Stanza 1
11.45am – 1.45pm	Stanza 2
2.30pm – 4.30pm	Stanza 3
4.45pm – 6.45pm	Stanza 4

# Monday

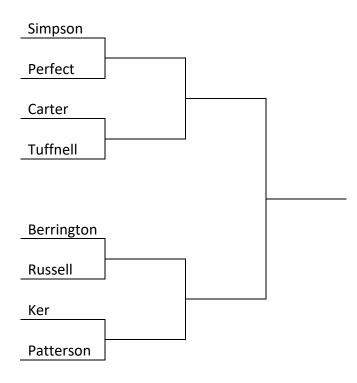
### Finals

9.30am – 11.30am	Stanza 1
11.45am – 1.45pm	Stanza 2
2.30pm – 4.30pm	Stanza 3
4.45pm – 6.45pm	Stanza 4

# Seeding

- 1. Simpson
- 2. Berrington
- 3. Ker
- 4. Carter
- 5. Tuffnell
- 6. Russell
- 7. Patterson
- 8. Perfect

#### Draw



# <u>Seating</u>

- Each team will have their own table corresponding to their team number.
- Teams must sit NS at their own table and EW at the opponent's table.

# **Scoring**

- Scoring will be done using Bridgemates. South is responsible to enter the score progressively and East shall confirm the accuracy of the data.
- Both pairs have the responsibility to ensure that scores are entered correctly and that ALL boards are entered before the round has ended.
- Repeated failure to enter or verify the score entry may result in a procedural penalty of 3 IMPs.

# Ties

#### **Quarter-Finals**

In the event of a tie, the match win will be awarded to the higher seeded team.

#### Semi-Finals

The winning team in each Match will receive the seeded position of the higher seeded team.

In the event of a tie, the match win will be awarded to the higher-seeded team based on the awarded seeding following the result of the QF Match.

#### Finals

In the event of a tie, there will be an immediate 8 board play-off and, if a tie remains, repeated 4 board play-offs.

# **Official Score Cards**

• Captains should carefully check the official score card distributed by the Chief Scorer. The official score for each stanza/match will become final after the subsequent break i.e. the results from Stanza 1 will become final at the start of Stanza 3. Results for the last 2 stanza of each stage will become final 10 minutes after the official score cards for the last stanza have been made available for inspection.

• Score changes shall only be made with agreement of the opponents.

### **Appeals**

Notice of appeal must be made to the Director by the Captain of the team within 15 minutes of the finishing time of the subsequent stanza, except for appeals arising from the final stanza, that must be lodged within 10 minutes of the personal score cards being made available.

# Timing and penalties

- **Event Timetable.** The approximate start times and finishing times of the matches may be varied at the discretion of the Director or Match Committee.
- **Late arrival.** A pair not seated at their team table at the scheduled starting time for each match will receive a penalty of 2 IMPs for every three minutes late. More than 30 minutes late, will be dealt with in accordance with NZB Tournament Regulations 7.3.2 and 9.1.
- **Playing time. 14 board stanza** Players have 120 minutes to finish their last board and enter the score

Failure to complete all boards may result in a procedural penalty.

The Director/s will give a 10-minute time warning before the finishing time of the stanza, however, omitting to do so will not exempt players from the requirement to complete the stanza within the prescribed time.

### Allowable Systems

All Green, Blue and Red systems allowed. Brown Sticker conventions and Yellow systems (**HUMS**) are **not** permitted.

# <u>General</u>

- **Team Captain** Each team should appoint a Captain and advise the Director before the commencement of play.
- **System Cards** All players must carry their own WBF System Card fully completed, in preference although an NZB System card will be accepted. System cards must be available at the table for opponent's reference. A copy in ..pdf format should be forwarded and will posted on the NZ Bridge website.
- **Mobile phones**. Mobile phones (and other electronic communication devices) are not permitted to be in the playing room during session time. Any breaches of this regulation

will be subject to a non-discretionary disciplinary penalty of 3VPs/9IMPs. These regulations cover all areas of the venue, including the carpark.

• **Spectators** are welcome but are subject to consent of the players at any table and subject to the director's discretion. Spectators must not have their mobile phones turned on when in the playing room and any breach may result in them being asked to leave the playing room immediately and not return for the remainder of the event.

### **Directors/Scorers**

Murray Wiggins Caroline Wiggins