

APPENDIX E
VANDERBILT AND SPINGOLD KO TEAM SLOW PLAY PENALTIES

These Conditions of Contest may not be changed at any level of play during the course of this event. Lack of knowledge does not constitute cause for exemption.

SLOW PLAY

Frequent lateness or egregious slow play should result in sanctions by the Director, such as removal of the team's seeding privileges in a segment or segments and/or requiring a player or players to be benched or compelled to play the next one or two segments (at the other team's discretion). The Director shall take into consideration the ratio of the number of segments and amount of time a pair or players has been slow to the number of sessions such a pair or player has played.

The Director may make charges to a disciplinary committee against a player or pair who is playing excessively slowly. This action should be considered especially in cases where such pair or player is on a four player team (which could not be sanctioned by benching without forfeiture of the match). Players should call the Director when their opponents are playing slowly.

Directors may curtail boards, if necessary, for the orderly progress of the event.

In three ways or four ways, when a segment is not completed although time has expired, the Director shall curtail the segment by removing boards if the auction had not begun before time expired.

If one team is responsible for the slowness, its opponents will be awarded the greater of 3 IMPs or the IMPs its other-table result would normally earn.