

Asia Pacific Bridge Federation (APBF) Teams

Championships Trial

World Bridge Federation (WBF) Teams

Championships Trial

Conditions of Entry

- Participate in the trial must be a HKCBA **member** in BOTH this and last bridge year (Note: A registered player is not counted as a HKCBA member)
- Category = Open / Senior / Ladies / Mixed / Youth
- Number of Player per Team = 6

Format

Number of Entry (Team)	2	3	4 to 6	7 to 8	9	10 to 11	12 to 13	14 or more
Preliminary Round (PR)								
Number of Section	n/a	n/a	n/a	n/a	1	1	1	1 or 2
Number of Team in PR ⁽⁴⁾	-	-	-	-	6	7 to 8	9 to 10	11 or more
Match Formatting	-	-	-	-	RR ⁽¹⁾	RR ⁽¹⁾	RR ⁽¹⁾	Swiss ⁽²⁾
Number of Round	-	-	-	-	5	7	9	6 ⁽³⁾
Number of Board per Round	-	-	-	-	16	12	10	16
Quota of QR from PR	-	-	-	-	5	5	5	5
Quota of QR from Trial Point ⁽⁴⁾	-	-	-	-	3	3	3	3
Qualifying Round (QR)								
Number of Team on QR	n/a	3	4 to 6	7 to 8	8			
Number of Section	-	1	1	1	1			

Number of Round-robin (RR)	-	3	2	2	2
Number of Round	-	6 (trio)	3 or 5	7	7
Number of Board per Round	-	16/trio ⁽⁵⁾	20	16	16
Quota of Knockout ⁽⁶⁾	-	2	2	4	4
Knockout⁽⁶⁾					
Number of Board					
Semi-final (4-segment)	-	-	-	64	64
Final (6-segment)	96	96	96	96	96

Note: Screen will be used whenever possible excepted on Preliminary Round.

1. RR stands for Round Robin
2. Team(s) has enough VPs to qualify for QR during the Swiss will earn a place in the QR and then be dropped off from the PR
3. Trio match may be arranged when odd number of participating teams in the PR and it may be arranged by Tournament Director
4. The 3 participating teams with the highest Trial Points will earn a place in the QR. The remaining participating teams will enter the PR (The calculation of Trial Points will be counted by the deadline of registration)
5. VP calculation once in 2 trios (having 2 16-board VPs against 2 opponents for each team)
6. No Knockout in case of a trial selection of 2 teams or more

Opponent Selection in Knockout Semi-final (if applicable)

1. The highest ranked team qualified into the knockout has only priority in selecting its opponent from the third / fourth ranked qualified team after the round-robin is concluded.
2. Illustration of further advances from Semi-final (if applicable):

Knockout match SF-1	1 st VP team in QR vs. 3 rd /4 th VP Team in QR
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Knockout match SF-2	Remaining 2 Teams from QR
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Scoring

- PR or QR: Victory Point (VP)
- Knockout: IMP, with carry-over

Overall Winner

- Selection of 1 team: The **team** with positive net IMP difference in the Knockout Final
- Selection of 2 teams or more: The **teams** accumulating the most VPs in the QR, up to the available quota