





## Clubs NZ North Island 500 Singles Championship 10th - 11th September 2022



## Tauranga Citizens Club

170 Thirteenth Ave, Tauranga email: office@tgacitz.co.nz **Phone 07 578-7023** 

## Nau mai, Haere Mai Welcome

The Tauranga Citizens Club Management is honoured and excited to welcome all 500 players to our Club. It has been two years in the waiting, and we are now pleased to host The North Island 500 Singles Championship in conjunction with Clubs New Zealand.

On behalf of Management, Staff and Members we hope you enjoy your stay in Tauranga. The Club facilities are available during your stay.

Good Luck and Have Fun. Lee Davis Chief Executive Officer Tauranga Citizens Club



# Championship Organising Committee

President: Don McKenzie

Secretary / Treasurer: Lyn Dobson - 027 4876524

Event Manager / MC: Mike Cook - 021 728771

Adjudicators: Mervyn Jacob & Jim Lynn

Card Section Committee: Brian Pope

Denise Gainfort Lorraine Reilly Ron Harris Sheena Shea

#### A Special Thanks To:

Len Chisholm for Co-ordinating Scores and Results

Angela Murton for selling the Raffles.



## Bar Hours

Friday 9<sup>th</sup> September 10.00am – 11.00 pm Saturday 10<sup>th</sup> September 10.00am – 11.00 pm Sunday 11<sup>th</sup> September 11.00am – 8.00 pm

## Lunch

If you haven't pre-ordered lunch, you can join the queue at the Bistro, keeping in mind that a precise 45 minutes is allocated for Lunch Break.

## **Gaming Facilities**

**Slot Machines/Pokies - Cash only** 



Full TAB facilities available

### Wi-Fi



Name: TCC Members Password: tgactz2019

### **Shuttle**



The Courtesy Van is available for Tauranga (excludes Mount/Papamoa) \$3.50/pp each way. Booking in advance is required.

#### 1. The Game

- a) Each game consists of 10 (ten) minutes duration. Each game will be a maximum of 4 (four) hands with the winner either being the first to reach 500 points or higher or having the highest score, or if one team's score becomes minus 500.
- b) Games are to the bell/whistle or four deals, whichever comes first.
- c) No more 10 point tricks can be taken beyond 460.
- d) You must make and win the bid to go out, unless being awarded 100 penalty points takes you to 500 or above.
- e) Two clips for a win, one each for a tie.
- f) Winners move to their right after score cards are clipped.
- g) Winners moving to their right without having cards clipped, lose those points.
- h) Winners shall cross/dab losers' cards.
- i) Losers separate and play with new incoming players.
- j) Onus is on all players to check that the correct score is kept, and they have their own score card when leaving the table.
- k) The score must be available for all players to see at all times. A player can ask for the score at any time.
- I) Once the deal is complete, players cannot discuss the score until the end of the hand.
- m) No discussion can take place between partners as to the score during bidding or play.

#### 2. The Deal

- a) Scorer shall be first to deal, players cut for deal, if more than one person wishes to be scorer.
- b) When cutting for deal, hearts are high, spades are low for cards of equal value.
- c) Cards to be shuffled by the dealer and cut by an opponent.
- d) The cut must leave at least four (4) cards in each pack.
- e) Cards to be dealt either 3-4-3 or 3-2-3-2.
- f) Single cards to be dealt to the kitty (3).
- g) Last card goes to the dealer, not the kitty.
- h) Cards to be dealt so that play may commence as soon as the start bell/whistle sounds.
- i) Cards to remain on the table until the deal is complete.

- j) Dealer may correct hands or kitty before hands are picked up by players.
- k) Providing all cards have been dealt prior to the finish bell/whistle, that hand is deemed to have started.

#### 3. Misdeal

- a) If any card is exposed during the deal.
- b) If the cards are not cut prior to the deal.
- c) A player, on picking up their cards or during bidding, finds they have an incorrect number of cards.
- d) Two misdeals in a row by the same dealer, the deal passes to the next player; the hand still has to be dealt, but now with the new dealer.
- e) A player dealt no picture cards cannot throw in the cards for a new deal; this is a legal hand.

#### 4. Bidding

- a) Players to announce their bid in sequence, starting with the person to the left of the dealer.
- b) A legal bid consists of starting with the number of tricks, followed by a suit or No Trumps.
- c) Misere and Open Misere are not legal bids.
- d) An acceptable call for No Bid is Away or No.
- e) If no player bids, the kitty is not picked up and the hand is played as No Trumps. The lead is to the left of the dealer. 10 points are awarded for each trick taken.
- f) If two or more players bid, each new bid must be of greater scoring value. If a player calls a bid of lower value than the current bid, they are forced to bid that suit and must increase their number of tricks bid to make their bid legal. They cannot pass the incorrectly called bid.
- g) If a player bids out of turn, it is a live bid, however, bidding must continue in the correct order. When it is the players correct turn to bid, the player may not pass or change suit, for that bid.
- h) If a player changes the suit they have previously bid for the hand, all players may re-enter the bidding, even if they have previously passed in any of the previous rounds.

- i) If two or more players bid, the player who is left with the bid may change suit once or increase the bid. All other players may then reenter the bidding. If no other player re-enters that bid must stand.
- j) If only one player bids on the first round, that player may increase their bid only once. They may not change the suit. If the player increases their bid, all other players may re-enter the bidding.

#### 5. During Play

- a) Any cards exposed by players shall remain face up on the table and played at the first legal opportunity. No penalty will apply.
- b) Any indication from a player that they have a particular card, shall be deemed a tabled / exposed card.
- c) During play, cards must be played out one at a time into the centre of the table. The team that wins the trick collects the four cards.
- d) If the maker lays down or shows the remaining balance of their hand, the hand ends immediately. The maker's bid is deemed lost and the bid deducted from their score. 100 points are awarded to the opposition's score.
- e) If the opposition lays down or shows the balance of their hand, the makers automatically add the bid to their score. The opposition score no points.
- f) If during play the maker or their partner finds they have an incorrect number of cards in their hand during play, the hand ends immediately. The maker's bid is deemed lost and the bid deducted from their score. 100 points are awarded to the opposition's score.
- g) If during play one of the opposition finds they have an incorrect number of cards in their hand, the hand ends immediately. The makers automatically add the bid to their score. The opposition scores no points.
- h) If during play more than one player finds they have the wrong number of cards in their hands, the hand ends immediately, and a re-deal is made.

#### 6. Joker

 a) In a Trump Suit contract, the joker belongs to that suit and becomes the highest trump card. It must be played if necessary to follow suit and can be played even if you have suit cards still in your hand.

- b) In a No Trump contract, the joker is a suit by itself, but is also the highest card of any suit and wins any trick in which it is legally played.
- c) In a No Trump contract, the holder of the joker cannot play it if they can follow suit to the led suit. The joker can only be used to trump in if the player holding the joker does not have any of the suit led.
- d) In a No Trump contract, if the player leads the joker, they must specify the suit that others must play to, but the joker wins the trick
- e) In a No Trump contract, a player can lead the joker, and specify a suit, even if the player is holding cards still in their hand of that suit.
- f) In a No Trump contract, the player holding the joker may lay off a led suit and use the joker later on to trump in on that same suit.

#### 7. Renege

- a) Failure to follow suit to a lead if you have that suit in your hand, is considered a renege and invokes a Renege Penalty as below.
- If corrected before the next card is led, the invalid card is treated as an exposed card, there are no other penalties and the hand continues.
- c) If during play the maker and/or their partner reneges, the hand ends immediately. The maker's bid is deemed lost and the bid deducted from their score. 100 points are awarded to the opposition's score.
- d) If during play the opposition reneges, the hand ends immediately. The makers automatically add the bid to their score and the opposition scores no points.

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### The Joker



"The Joker" First thought to originate from America in 1863. No known game is associated at this time. Just that it was introduced to change a game. The word joker comes from the German word juker, which was used to play Railway Euchre. A much different game to the Euchre we know and love.

Earlier images of the joker were depicted as "The Fool" or as a "juggler".

The Fool comes from the 1400s
Tarot Cards. They may have looked
the same but their origins are very
different.

Use this card wisely and he will reward you with a trick.







Anne Leighton Cynthia Gillespie **Graham Drinnan Rosemary Moore** Mayne Bax Carol Kyte David Gunn

**Cathy Williams** Fiona Maxwell Jim Lynn

### **Hamilton Working Men's Club**

Warren Pearce

#### Kamo Club

John Gough Jan Gough Phillip Roil

Mangere Cosmopolitan Club

Audrey Martin Josephine Kapa Paul Byrnes Tepou Matangi **Gus Romana** Michelle Romana Pera Te Wano

Manurewa Cosmopolitan Club

Angie Rudland Ellarina Jackson Leonie Terewi **Phil Dales** Ces Terewi **Gerry Higham** Michael Joy Sharon McCully

Denise Wiki Paul Cullum Ken Stanger

Matamata RSA

**Barry Green** 

#### Mount Maunganui RSA

**Bob Smith** Toni Peck **Garry Bradburn** 

**Dave Brooks Malcolm Harraway** 

#### Ohinemuri Club

Paeroa RSA **Phil Montgomery** Roger Kennerley

#### Porirua Club

**Adrian Chambers** Flo Karini Moti Tomasi Eileen Karini Rob Tipa Lynn Eves Ereti McLean Miriama Noema Whetu Manihera

Raetihi Lillian Kumar

Linda Goodgame





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