

# PROGRAMME 2020

Pre-tournament	Thursday 29 <sup>th</sup> October	Portuguese Simultaneous Pairs	8.30 pm	VidaMar
	Friday 30 <sup>th</sup> October	IMP Pairs 1 (entry deadline 3.30 pm)	4.00 pm	VidaMar
Main programme	Saturday 31 <sup>st</sup> October	IMP Pairs 2 (entry deadline 3.30 pm)	4.00 pm	VidaMar
	Sunday 1 <sup>st</sup> November	Charity Tournament	2.30 pm	VidaMar
	Monday 2 <sup>nd</sup> November	Warm-up Pairs	8.30 pm	VidaMar
	Tuesday 3 <sup>rd</sup> November	"Mark your Card" - Discuss yesterday's deals with Mark Horton	10.30am	VidaMar
		Deadline for Pairs entries	3.30 pm	VidaMar
	Wednesday 4 <sup>th</sup> November	<b>Open Pairs Session 1</b>	<b>4.00 pm</b>	VidaMar
		"Mark your Card" - Discuss yesterday's deals with Mark Horton	10.30am	VidaMar
	Thursday 5 <sup>th</sup> November	<b>Open Pairs Session 2</b>	<b>4.00 pm</b>	VidaMar
		Traditional Madeiran dinner and entertainment (optional)   <i>Coach leaves</i>   <i>Dinner at</i>	8.15 pm	VidaMar
	Friday 6 <sup>th</sup> November	"Mark your Card" - Discuss yesterday's deals with Mark Horton	8.45 pm	'O Lagar'
<b>Open Pairs Session 3</b>		10.30am	VidaMar	
Saturday 7 <sup>th</sup> November	Final results	<b>4.00 pm</b>	VidaMar	
	"Mark your Card" - Discuss yesterday's deals with Mark Horton	8.00 pm	VidaMar	
Sunday 8 <sup>th</sup> November	Excursion (optional)	10.30am	VidaMar	
	Deadline for Teams entries	9.30/9.45/10am	*	
Monday 9 <sup>th</sup> November	Teams table allocations	7.45 pm	VidaMar	
	<b>Teams Session 1 (3 matches)</b>	8.00 pm	VidaMar	
Tuesday 10 <sup>th</sup> November	<b>Teams Session 2 (2 matches)</b>	<b>8.30 pm</b>	VidaMar	
	Lunch break (light lunch included)	<b>11.00 am</b>	VidaMar	
Wednesday 11 <sup>th</sup> November	<b>Teams Session 3 (4 matches)</b>	1.15 pm	VidaMar	
	<b>Teams Session 4 (3 matches)</b>	<b>2.30 pm</b>	VidaMar	
Thursday 12 <sup>th</sup> November	Final results	<b>2.30 pm</b>	VidaMar	
	Closing dinner	7.00 pm	VidaMar	
Post-tournament	Trophy presentation (free entry)	8.30 pm	VidaMar	
	Cool-down pairs	≈10.00 pm	VidaMar	

\*Departure time for excursions varies according to option chosen