



CANCERCARE BRIDGE TOURNAMENT

RULES

The Competition

1. The first stage of the competition will be played in local leagues of five or six pairs, all playing one match against each of the other pairs
2. Each match shall usually consist of exactly 18 hands. However, provided both pairs agree, 24 hands may be played or a time limit may be set before play starts.
3. If a hand is passed out, then it should be re-dealt
 - If playing face to face: by the same player and not counted as one of the 24 hands.
 - On BBoL the redeal option can be found in the blue box with the 3 white line icon.
4. Both pairs should agree the scoring system (Chicago or Rubber).
5. Whether the game is played face to face or online the scores should be recorded on a Bridge score pad. Both pairs should agree on the score for each game
6. Playing Rubber Bridge: If, after 24 hands, the current rubber is not finished, the score is computed as follows. If only one game has been completed, the winners of that game are credited with 300 points; if only one side has a part score or part scores in a game not completed, that side is credited with 100 points.
7. After the 24 hands have been completed, the total points for each side and their difference (plus or minus) are recorded on the results sheet for each pair. This difference determines the number of Victory Points (VPs) for each side. A win by 500 or more earns 2 VPs, a loss of 500 or more earns 0 VPs and a difference of less than 500 earns 1 VP to each pair.
The winners of the league will be determined by Victory Points. In the event of a tie, the pair with the higher difference in points will win.
8. The completed results sheet (which can be filled in on line from the hard copy score sheet) should be returned to the organiser –preferably attached to an email but also by post.
9. The winners of each league qualify for the final (Chicago scoring). Any remaining places will be allotted to the runners-up with the highest Victory Point scores.
10. If, however, national circumstances dictate that the final has to be played on line any player not able to do that may not be able to participate

Arranging Matches

11. It is the responsibility of the 'home' pair to
 - a. to arrange all matches as soon as the league list is issued. In the event that contestants are unable to agree playing dates, the tournament organiser should be contacted to try to resolve the difficulty.
 - a. offer dates that should not all be on the same day of the week
 - b. record usernames of pairs
 - c. set up the online table (if appropriate)
 - d. prepare light refreshments (e.g. tea/coffee/biscuits) if the match is played at the home of the home pair

- e. Agree the total points for each side at the end of the match
- b. Matches may be played in any order. It would help the administration if the results could be recorded sequentially

12. Occasionally players have to cancel matches at short notice. Every effort should be made to re-arrange a match or organise a substitute player. If this proves impossible, the tournament organiser should be contacted.

13. Conventions are restricted to Stayman 2♣, Stayman 3♣ (or Baron 3♣), Blackwood, Gerber, any defence to pre-empts unless by agreement with the other pair. Any additional conventions must be alerted

14. At the discretion of the tournament organiser, substitutes will be permitted at all stages of the competition. Only one substitute will be allowed, provided that he/she has not already entered with another partner.

15. All disputes on any matter connected with the tournament shall be submitted to the tournament organiser and the subsequent decision shall be final.