



BRIDGE TOURNAMENT

RULES

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, in the homes of the contestants. Home pairs are asked to provide light refreshments (tea/coffee and biscuits/cake) during the course of the match.

2. Each match shall consist of exactly 24 hands. (If a hand is passed out, then it should be re-dealt by the same player and not counted as one of the 24 hands.) Scoring is by normal rubber bridge rules. If both pairs agree, then Chicago scoring can be used.

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.

Inexperienced pairs might find it difficult to play 24 hands in one session. In this case, provided both pairs agree, fewer hand may be played or a time limit may be set before play starts.

3. 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.

4. 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.

5. ARRANGING OF MATCHES. It is the responsibility of the home pair to offer dates that should not all be on the same day of the week. Matches may be played in any order. Please try 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.

6. UNPLAYED OR CANCELLED MATCHES. 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.

7. CONVENTIONS. Unless both pairs agree otherwise, conventions are restricted to Stayman 2♣, Stayman 3♣ (or Baron 3♣), Blackwood, Gerber, any defence to pre-empts. If both pairs agree, then either pair may play any other conventions.

8. 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.

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