

CONTRACT BRIDGE

(PARTNER EVENT)

ELIGIBILITY

First, second, third, fourth, fifth and sixth place teams from each region will be eligible to take part at the provincial level. If for some reason teams placing in the top six are not able to take part then the seventh, eighth place teams etc. will be approached. AT NO TIME WILL A REGION BE ABLE TO REPLACE A TEAM WITH ONE THAT DID NOT TAKE PART IN THE REGIONAL FINALS. Exception: not enough participation in one region to hold a regional play-off.

EVENT CLASSIFICATION

- ONE classification - teams of two, (two males, two females, or a mixed team). Each region is allowed to send 6 teams, 12 people.

MINIMUM # OF ENTRIES RECOMMENDED: 10 Teams

RULES & REGULATIONS

Rules on Contract Bridge as printed in *Hoyle's Rules of Games*, Third Revised Edition, edited by Morehead and Mott-Smith, will apply with the following amendments;

1. At the beginning of the tournament each team will be designated either an "A" team or a "B" team. The teams designated "A" will always move no matter if they win or lose.
2. When you win a game, you remain vulnerable to the end of that set of 4 hands.
3. GAME BONUSES:
For a fast game - made in one hand - 500 points
(if you have a leg on and bid and make a game, count 500 points for a quick game plus the amount of the leg)
For a slow game - made in 2 or more hands - 300 points.
50 points for a part score at the end of 4 hands
4. PENALTIES FOR UNDER TRICKS:
50 for each trick,
100/trick if vulnerable.
5. PENALTY FOR RENEGING is 2 tricks. Reneging: Failure to follow suit when it is possible and not correcting the error before the next cards are played.
6. IF DOUBLED, NOT VULNERABLE UNDER TRICKS COST:

- 100 for down 1,
300 for down 2,
500 for down 3,
800 for down 4,
1100 for down 5, etc.
7. IF DOUBLED AND VULNERABLE UNDER TRICKS COST:
200 for down 1,
500 for down 2,
800 for down 3, etc.
8. BONUSES: Overtricks-doubled: 100/trick. Doubled & vulnerable- 200/trick
Bonuses for making a double contract 50.
9. REDOUBLING:
A. A redoubled contract bid and made is twice the value of a doubled contract.
B. A redoubled overtrick is twice the value of a doubled overtrick
C. A redoubled under trick is twice the value of a doubled under trick
D. The bonus for making a redoubled contract is the same as that of a doubled contract: 50.
10. HONORS:
Any 4 -100, all 5 -150, if no trump-4 aces-150.
Honors must be declared on or before the end of each hand.
11. SLAM BONUSES:
Small-not vulnerable 500,
Small- vulnerable 750.
Grand - not vulnerable 1,000,
Grand - vulnerable-1,500.
12. If all four players pass, the cards automatically go to the next player to deal. This does not count as a hand.
13. A half hour time limit will be in place for four hands. Players will be notified at the 20 minute mark.
14. UNNECESSARY TALKING WILL NOT BE PERMITTED.

OFFICIALS

There will be a head judge and people to pick up the score sheets for the tournament.

EQUIPMENT

All equipment will be supplied by the Host Committee.

TYPE OF DRAW

A total of 24 hands will be played, against 6 sets of opponents. (6x4 hands = 24 hands). High score after 24 hands will be declared the winner.

TIE BREAKING SYSTEM

If two teams are tied with total points at the end of the tournament a sudden victory play-off will take place (4 hands will be played).

MEDALS

Gold, silver, and bronze medals will be awarded for first, second, and third place, respectively. Medals will be presented immediately following the event or at a central location at a predetermined time.

SCORING FOR CONTRACT BRIDGE REGIONAL FINALS

1. When you win a game, you remain vulnerable to the end of that set of 4 hands.
2. **Game Bonuses:** Fast game = 500, including part score if any. Slow game = 300, Part score = 50.
3. **Penalties** for UNDER TRICKS: 50 each, 100 if vulnerable.
4. **Penalties** for UNDER TRICKS DOUBLED, NOT VULNERABLE :
100 = DOWN 1, 300 = DOWN 2, 500 = DOWN 3, 700 = DOWN 4, ETC.
5. **Penalties** for UNDER TRICKS DOUBLED AND VULNERABLE:
200 = DOWN 1, 500 = DOWN 2, 800 = DOWN 3, ETC.
6. **Penalty** for RENEGING: loss of 2 tricks. Reneging = failure to follow suit when it is possible and not correcting the error before the next card is played.
7. **Bonuses:** Overtricks - doubled = 100/trick, Doubled & Vulnerable = 200/trick. Bonus for making a doubled contract = 50.
8. **Redoubling:**
 - a) A redoubled contract bid and made is twice the value of a doubled contract.
 - b) A redoubled overtrick is twice the value of a doubled overtrick
 - c) A redoubled undertrick is twice the value of a doubled undertrick.
 - d) The bonus for making a redoubled contract is the same as a doubled contract, 50.
9. **Honors:** Any 4 = 100, all 5 = 150, if no trump, 4 aces = 150.
10. **Slam Bonuses:** Small, not vulnerable = 500, Small, vulnerable = 750
Grand, not vulnerable = 1,000, Grand, vulnerable = 1,500.
11. If all four players pass, the cards automatically go to the next player to deal.
This does not count as a hand.
12. A HALF-HOUR TIME LIMIT WILL BE IN PLACE FOR FOUR HANDS!
Players will be notified at the 20-minute mark.
13. UNNECESSARY TALKING WILL NOT BE PERMITTED!!

Note: This is an abbreviated list of the rules.

55 Plus Games-CONTRACT BRIDGE

Round 1	
Team Number	_____
Score	_____
Team Name	_____
Opponent's Signature	

55 Plus Games-CONTRACT BRIDGE

Round 2	
Team Number	_____
Score	_____
Team Name	_____
Opponent's Signature	

Carry over total: _____
Total: _____

55 Plus Games-CONTRACT BRIDGE

Round 3	
Team Number	_____
Score	_____
Team Name	_____
Opponent's Signature	

Carry over total: _____
Total: _____

55 Plus Games-CONTRACT BRIDGE

Round 4	
Team Number	_____
Score	_____
Team Name	_____
Opponent's Signature	

Carry over total: _____
Total: _____

55 Plus Games-CONTRACT BRIDGE

Round 5	
Team Number	_____
Score	_____
Team Name	_____
Opponent's Signature	

Carry over total: _____
Total: _____

55 Plus Games-CONTRACT BRIDGE

Round 6	
Team Number	_____
Score	_____
Team Name	_____
Opponent's Signature	

Carry over total: _____
TOTAL POINTS: _____

DUPLICATE BRIDGE

(PARTNER EVENT)

ELIGIBILITY

Participants do not have to qualify through regional play-offs. Entries must be sent directly to the AAIM Games office. Entry forms may be obtained from the office or website.

EVENT CLASSIFICATION

- ONE classification - teams of two (two males, two females, or a mixed team).

MINIMUM # OF ENTRIES RECOMMENDED: 10 Teams

RULES & REGULATIONS

1. Vulnerability will be indicated for each hand on the duplicate board
Bonus 500 for vulnerable game
300 for not vulnerable game
50 points for part score
2. PENALTIES FOR UNDER TRICKS
50 for each trick – not vulnerable
100/trick if vulnerable
3. IF DOUBLED, NON-VULNERABLE UNDER TRICKS COST
100 for down 1
300 for down 2
500 for down 3
800 for down 4
1100 for down 5, etc
4. IF DOUBLED AND VULNERABLE UNDER TRICKS COST
200 for down 1
500 for down 2
800 for down 3, etc
5. BONUSES. Overtricks doubled: 100/trick. Doubled and vulnerable: 200/trick.
Bonused for making a doubled contract 50.

6. REDOUBLING

- A. A redoubled contract bid and made is twice the value of a doubled contract.
- B. A redoubled overtrick is twice the value of a doubled overtrick
- C. A redoubled under trick is twice the value of a doubled under trick
- D. The bonus for making a redoubled contract is twice the bonus of a doubled contract

7. HONORS are not counted in duplicate bridge

8. SLAM BONUSES:

- Small, not vulnerable 500
- Small, vulnerable 750
- Grand, not vulnerable 1000
- Grand, vulnerable 1500

9. If all four players pass the board will be scored as passed – 0 for both teams.

OFFICIALS

There will be an American Contract Bridge League (ACBL) Director who will do the scoring and make all rulings on any fractions such as reneges, lead and bid out of turn, etc, according to ACBL Laws of Duplicate Bridge. The Director should be called if any infractions occurs. Volunteers will be there to assign seats, pick up scores, etc

EQUIPMENT

Equipment will be supplied by the Host Committee or arranged with the Director (ie. Computer for scoring purposes).

TYPE OF DRAW

A total of at least 22 hands will be played if the movement allows, usually with 2 or 3 boards per round. Mitchell movement (North-South pairs stationary) should be used unless there are insufficient pairs when the Howell movement should be used. Bridge is a timed event. For 2 boards the time limit is 15 minutes, for 3 boards it is 20 minutes.

TIE BREAKING SYSTEM

If 2 pairs are tied in match points, the tie will be broken according to ACBL Duplicate Bridge rules.

MEDALS

Gold, silver, and bronze medals will be awarded for first, second, and third place, respectively. Medals will be presented immediately following the event or at a central location at a predetermined time.