

Bridge, Social

Revised November 2013

1. **Age Categories:** Men and Women 55+
2. **Events:** Social Bridge
3. **Participation:** 6 Pairs per Zone
 - i. A Zone may register any pair to play Social Bridge, with the exception of those who are professional players. Social Bridge players shall have no more than 20 Master Points. Any abuse of this rule could lead to disqualification. (Players with more than 20 Master Points can only play in Duplicate Bridge categories)
 - ii. Pairs may consist of two men, two women, or one man and one woman. All pairs must have the same partner throughout the Games including Zone Playoffs. If one member of a pair is unable to continue after qualifying the remaining player may select another partner who must have participated in Zone playoffs.
 - iii. In an effort to eliminate byes, all pairs will be put in flights by way of a draw. This draw will be conducted by the Host Society Bridge Chair. The number of flights will be determined by the number of participants (pairs) entered.
 - iv. The Bridge Director at the Games will arrange the draw, if possible, so that no pair will play an opponent a second time in a single session and, if possible, a pair will not play against another pair from their Zone.
4. **Competition:**
 - i. Play will be according to:
 - “LAWS OF CONTRACT BRIDGE”
 - Authorized Version 1993
 - American Contract Bridge League
 - ii. An ACBL Certified non-playing Director shall be in charge of each session.
 - iii. 1. Arrangement of Tables – The game is played by two or more tables of four players each. The tables are numbered consecutively from Table no. 1 to the highest number. It is customary to provide each table with two decks of cards

having different backs, one or more pencils and a score chart showing contract scoring.

2. Tally Cards – Prior to the beginning of play, the Game Director prepared partner tally cards, one for each pair. Each tally card bears a table number and designates a position (North/South or East/West) at the table. When play is called, each pair takes the position assigned by the tally card.

3. A Round – A round consists of our deals - one by each player. All pairs will play a total of 24 rounds (i.e. six' rounds Thursday a.m., six rounds Thursday, p.m., six rounds Friday, a.m., and six rounds Friday, p.m. At the end of each round, the Games Director gives the signal and all players move to their position for the next round.

4. A Deal Passed Out - If a deal is passed out (that is, if all four players pass at their first opportunity to declare), the deal shall be re-dealt by the dealer. If the re-deal is passed out, the deal passes to the left and both sides score zero for that hand.

5. Method of Progression - North/South players will always move whether or not they win or lose. This avoids meeting the same couple a second time. A session consists of six rounds.

6. Draw for Deal - Order of Deal - The 1st deal at each table shall be by North, the 2nd by East, the 3rd by South and the 4th by West.

7. Scoring - Contract scoring as per score chart.

(a) Each deal is scored and recorded separately, and no trick points are carried over from one deal to the next.

(b) Game is 100 points for tricks bid and made in one deal. The game premium is 300 points, if not vulnerable, and 500 points, if vulnerable, and it is allowed only when game is bid and made in one deal.

(c) A premium of 50 points is scored for making any contract less than game. Premiums for a small and grand slam are allowed only if bid and made.

8. Scoring Limits - A side may not score more than 1,200 points in a single deal, except in the case of a slam contract fulfilled. (This limitation avoids the necessity of prohibiting doubles or redoubles.)

9. Vulnerability - The first deal of each round shall be played and scored as if neither side were vulnerable. The second and third deals of each round shall be played and scored as if the dealer's side were vulnerable and the other side not vulnerable. The fourth deal of each round shall be played and scored as if both sides were vulnerable.

10. Other rules adopted by BC Seniors Games Society:

(1) All "one" bids shall be played.

(2) Opponents must sign scorecard.

(3) In case of a tie, pairs that are tied shall play eight hands.

(4) A bidder must never be asked to explain his/her bid and should never volunteer its explanation.



(NOTE: Convention cards are not used while playing Social Bridge. It is unethical to make a bid that is not fully understood by the opposition. If an opponent does not understand a bid, he/she should ask, when it is his/her turn to bid, the partner of the bidder what he/she understands by the bid.)

(5) Kibitzers must remain silent and motionless at all times and must ask the permission of the Director, and the table involved, before kibitzing.

(6) All conversations shall be in English while competition is in progress.

(7) No hand may be declared void after bidding has taken place and one or more tricks taken.

(8) All pairs must have the same partners throughout the Zone Playoffs and the Games.

(9) If one member of a pair is unable to continue to the Games after being selected in the Playoffs, the remaining player may select another partner who must have competed in the Zone Playoffs. (See Rule 7(b) of General Rules).

(10) If the remaining player decides not to play, the next highest pair in the Zone Playoffs final standing shall be asked to go to the Games. This pair would play in the "C" Flight and other flights would move up one position, if necessary.

5. Medals:

Gold, Silver and Bronze medals will be presented to the top three pairs in each Flight.

SOCIAL BRIDGE

55+ BC Games 20 _____

North/South players always move

Partner Score Card

Pair No.

Table No.

N/S	E/W

Names:

Round No.	VUL	Hand No.	Contract	By	Made	Down	OPP Score	Our Score	
1	NON	1							
	DLR	2							
	DLR	3							
	BO	4							
Opp #	Opponent Sign Here:								
+ Our Running Subtotal = <input type="text"/>									
2	NON	1							
	DLR	2							
	DLR	3							
	BO	4							
Opp #	Opponent Sign Here:								
+ = <input type="text"/>									
3	NON	1							
	DLR	2							
	DLR	3							
	BO	4							
Opp #	Opponent Sign Here:								
+ = <input type="text"/>									
4	NON	1							
	DLR	2							
	DLR	3							
	BO	4							
Opp #	Opponent Sign Here:								
+ = <input type="text"/>									
5	NON	1							
	DLR	2							
	DLR	3							
	BO	4							
Opp #	Opponent Sign Here:								
+ = <input type="text"/>									
6	NON	1							
	DLR	2							
	DLR	3							
	BO	4							
Opp #	Opponent Sign Here:								
+ = <input type="text"/>									
								Total	<input type="text"/>

Codes Under VUL: **NON** - Nobody Vulnerable **DLR** - Dealer's Side Vulnerable **BO** - Both Sides Vulnerable

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| <ol style="list-style-type: none"> 1. Scoring for each hand complete (no legs) 2. Part score bonus for a bid made - 50 points 3. Not vulnerable Game - 500 points 4. Vulnerable Game - 500 points 5. No bonus for Honours 6. Scoring for Individual Hands - See Scoring Chart 7. North shall deal 1st | <ol style="list-style-type: none"> 8. Shuffle cards when each pair is present 9. Don't pick up cards before dealer is finished 10. When an honour card turns face up, there must be a re-deal 11. All "one" bids shall be played 12. Count your cards before bidding 13. If a deal is passed out, the deal shall be re-dealt by the dealer 14. If a re-deal is passed out, both sides score Zero for that hand |
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AM PM

Session _____

BRIDGE SCORING CHART

BID	MADE	Not Vulnerable			Vulnerable			BID	MADE	Not Vulnerable			Vulnerable			
		UNDBL	DBL	RDBL	UNDBL	DBL	RDBL			UNDBL	DBL	RDBL	UNDBL	DBL	RDBL	
1♣-1♦	1	70	140	230	70	140	230	4♣-4♦	4	130	510	720	130	710	920	
	2	90	240	430	90	340	630		5	150	610	920	150	910	1320	
	3	110	340	630	110	540	1030		6	170	710	1120	170	1110	1720	
	4	130	440	830	130	740	1430		7	190	810	1320	190	1310	2120	
	5	150	540	1030	150	940	1830		4♥-4♠	4	420	590	880	620	790	1080
	6	170	640	1230	170	1140	2230			5	450	690	1080	650	990	1480
	7	190	740	1430	190	1340	2630			6	480	790	1280	680	1190	1880
1♥-1♠	1	80	160	520	80	160	720	7	510	890	1480	710	1390	2280		
	2	110	260	720	110	360	1120	4NT	4	430	610	920	630	810	1120	
	3	140	360	920	140	560	1520		5	460	710	1120	660	1010	1520	
	4	170	460	1120	170	760	1920		6	490	810	1320	690	1210	1920	
	5	200	560	1320	200	960	2320	7	520	910	1520	720	1410	2320		
	6	230	660	1520	230	1160	2720	5♠-5♦	5	400	550	800	600	750	1000	
	7	260	760	1720	260	1360	3120		6	420	650	1000	620	950	1400	
1NT	1	90	180	560	90	180	760		7	440	750	1200	640	1150	1800	
	2	120	280	760	120	380	1160	5♥-5♠	5	450	650	1000	650	850	1200	
	3	150	380	960	150	580	1560		6	480	750	1200	680	1050	1600	
	4	180	480	1160	180	780	1960		7	510	850	1400	710	1250	2000	
	5	210	580	1360	210	980	2360	5NT	5	460	670	1040	660	870	1240	
	6	240	680	1560	240	1180	2760		6	490	770	1240	690	1070	1640	
	7	270	780	1760	270	1380	3160		7	520	870	1440	720	1270	2040	
2♣-2♦	2	90	180	560	90	180	760	6♠-6♦	6	920	1090	1380	1370	1540	1830	
	3	110	280	760	110	380	1160		7	940	1190	1580	1390	1740	2230	
	4	130	380	960	130	580	1560		6♥-6♠	6	980	1210	1620	1430	1660	2070
	5	150	480	1160	150	780	1960	7		1010	1310	1820	1460	1860	2470	
	6	170	580	1360	170	980	2360	6NT		6	990	1230	1660	1440	1680	2110
	7	190	680	1560	190	1180	2760		7	1020	1330	1860	1470	1880	2510	
	2♥-2♠	2	110	470	640	110	670	840	7♣-7♦	7	1440	1630	1960	2140	2330	2660
3		140	570	840	140	870	1240	7♥-7♠		7	1510	1770	2240	2210	2470	2940
4		170	670	1040	170	1070	1640			7NT	7	1520	1790	2280	2220	2490
5		200	770	1240	200	1270	2040	DEFEATED								
6		230	870	1440	230	1470	2440	CONTRACTS								
7		260	970	1640	260	1670	2840	Not Vulnerable								
2NT		2	120	490	680	120	690	880	DOWN	UNDBL	DBL	RDBL	UNDBL	DBL	RDBL	
	3	150	590	880	150	890	1280	1	50	100	200	100	200	400		
	4	180	690	1080	180	1090	1680	2	100	300	600	200	500	1000		
	5	210	790	1280	210	1290	2080	3	150	500	1000	300	800	1600		
	6	240	890	1480	240	1490	2480	4	200	800	1600	400	1100	2200		
	7	270	990	1680	270	1690	2880	5	250	1100	2200	500	1400	2800		
	3♣-3♦	3	110	470	640	110	670	840	6	300	1400	2800	600	1700	3400	
4		130	570	840	130	870	1240	7	350	1700	3400	700	2000	4000		
5		150	670	1040	150	1070	1640	8	400	2000	4000	800	2300	4600		
6		170	770	1240	170	1270	2040	9	450	2300	4600	900	2600	5200		
7		190	870	1440	190	1470	2440	10	500	2600	5200	1000	2900	5800		
3♥-3♠		3	140	530	760	140	730	960	11	550	2900	5800	1100	3200	6400	
		4	170	630	960	170	930	1360	12	600	3200	6400	1200	3500	7000	
	5	200	730	1160	200	1130	1760	13	650	3500	7000	1300	3800	7600		
	6	230	830	1360	230	1330	2160	Vulnerable								
	7	260	930	1560	260	1530	2560	UNDBL	DBL	RDBL	UNDBL	DBL	RDBL			
	3NT	3	400	550	800	600	750	1000	1	100	200	400	100	200	400	
		4	430	650	1000	630	950	1400	2	200	400	800	200	400	800	
5		460	750	1200	660	1150	1800	3	300	600	1200	300	600	1200		
6		490	850	1400	690	1350	2200	4	400	800	1600	400	800	1600		
7		520	950	1600	720	1550	2600	5	500	1000	2000	500	1000	2000		