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## CONTACT BRIDGE RULES

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All participants must be at least 55 years of age by December 31 of the year of the games.

**AGE CATEGORIES / EVENTS:** Pairs - 2 males, 2 females or 1 male /1 female.

AGE	EVENTS	NUMBER OF PARTICIPANTS PER PROVINCE/TERRITORY
55+	Open Pairs	5 Pairs
<b>TOTAL NUMBER OF PARTICIPANTS PER PROVINCE/TERRITORY = 10</b>		

### RULES INFORMATION

1. All players must have the same partners throughout the competition.
2. Depending on the number of entrants, the tournament will be a round-robin or a modified round robin format with four hands per round.
3. The pair accumulating the highest total score during the entire tournament will be the winner.
4. All conversation shall be in English as recognized as standard procedure in international competitions.
5. Unnecessary talking will not be permitted.

### OFFICIAL CONTRACT BRIDGE RULES

1. American Contract Bridge League Laws of Contract Bridge will apply.
2. North Player has first deal, followed by East, South and West.
3. A round consists of a series of four deals that have been bid and played. If a deal is passed out, the same player deals again and the deal passed out does not count as one of the four deals.
4. Cards may not be picked up until the deal has been completed. If any of the four players do not have 13 cards, a misdeal is declared. The same person will re-deal, with the player on the left remaking the cards and the one on the right cutting again.
5. A misdeal is also declared if a 10-honour card or a face card is exposed during the deal. The same re-dealing procedure is followed.
6. One bid's must be played.

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7. Honours must be scored before the next hand is dealt.
8. Vulnerability is not determined by previous scores but by the following schedule (Chicago system):
  - 1<sup>st</sup> Hand – Neither team is vulnerable
  - 2<sup>nd</sup> Hand – Dealer's team is vulnerable
  - 3<sup>rd</sup> Hand – Dealers team is vulnerable
  - 4<sup>th</sup> Hand – Both teams are vulnerable
9. For making a game (100 or more trick points), a side receives a premium of 300 points if on that deal it is not vulnerable or 500 points if on that deal it is vulnerable. There is no additional premium for winning two or more games, each game premium being scored separately.
10. Each hand is scored on its own merit (2♣ making 3 is 140 (90+50), 4♥H vulnerable is 620, etc.). There is no accumulation of part scores or games from deal to deal during the round
11. Players may not check back on the last trick once the next lead has been made.
12. In playing the hand, the player may not reach across and play from the dummy before the person on their left has played. No one else may touch or play a card from the dummy.
13. The penalty for revoking (reneging) is the value of two tricks awarded to the opponent.
14. The cards will be played to the last trick, unless it is obvious that one player has the remaining 'boss' tricks. Regardless, hands will be completely played out if requested by any player.
15. There will be two score cards at each table. A member of each pair is to keep score. After completion of the round and the totalling of scores, opponents will initial each other's card before they move on to the next table.
16. In the case of a tie for a medal position at the end of the round robin, the marshal will review the scores from only those games involving those teams that are tied to determine the winner. If, in the oft chance that a tie still exists after this, the teams tied will play an additional round (4 hands).
17. A qualified official to ensure fair play for all will oversee competition.

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### Contract Bridge Scoring:

#### Suit Values:

Clubs and Diamonds	20 points
Hearts and Spades	30 points
No Trump – first trick	40 points, subsequent tricks 30 points

If the bid is doubled, multiply by two. If the bid is redoubled, multiply by four.  
 Points needed for a game 100 (must be bid to be scored)

Game Premiums	Non-Vulnerable game	300 points
	Vulnerable game	500 points
	Part game	50 points

SLAMS	NOT VULNERABLE	VULNERABLE
Small Slam	500	750
Grand Slam	1000	1500
OVERTRICKS	NOT VULNERABLE	VULNERABLE
Not doubled, each	Trick Value	Trick Value
Doubled	100	200
Redoubled	200	400

#### PENALTIES – NOT VULNERABLE:

UNDERTRICKS	NOT DOUBLED	DOUBLED	REDOUBLED
1	50	100	200
2	100	300	600
3	150	500	1000
4	200	800	1600
5	250	1100	2200

#### PENALTIES – VULNERABLE:

UNDERTRICKS	NOT DOUBLED	DOUBLED	REDOUBLED
1	100	200	400
2	200	500	1000
3	300	800	1600
4	400	1100	2200
5	500	1400	2800

**Making a doubled or redoubled contract:** Score an additional 50 points (Insult)

<b>Honours held in one hand in bid suit:</b>	Four Honours	100 points
	Five Honours	150 points
	Four Aces at No Trump	150 points