

Wallingford Bridge Club Handicap Teams

1. Entry to the tournament is restricted to members of the Wallingford Bridge Club. If more than one non club-member plays in a team on a particular evening this team's individuals' scores will not be counted for purposes of ladder point allocation.
2. Teams do not have to be registered to play and scratch teams are very welcome.
3. Teams may consist of up to six players. The first (up to) 6 players to play for a team will be considered to have registered for that team.
4. A round will be played on the evening of the fifth Friday whenever this occurs.
5. Scoring will be by imps (not vps). The scores will be adjusted using the NGS handicaps of the players who took part on the night. Handicaps will be as follows: 56+ Level C (no adjustment), 48 – 55.9 Level B (extra advantage of 1 point), Less than 48 (extra advantage of 2 points). These points will be multiplied by the number of boards and added to imps.
6. The players registered for a particular team will score each evening they play (even if they turn out for a different team). However, this must comply with rule 1 (see above). To clarify, two from A and two from B is acceptable and each player will score points as long as there are not two or more non-club members playing in the team.
7. At the end of the season, each player's best three scores are added. The winning team will be that whose four players total the most ladder points. Please note however, that only three scores count for each person and any team with more than four players registered will have to select their best four scores. Only four names will usually be regarded as "winners" but any other players registered will also receive "due credit" provided they have played no less than twice in the season for the "winning team".
8. In the event of any dispute regarding any of the rules for this tournament, the decision of the tournament committee shall be final.