

'Monthly Teams' Format and Rules

1. Aims of the competition are:-

- To enable all Club members to enjoy Team of Four events and provide keen competition each Month for each team.
 - To give every team something to play for throughout the year as well as competing annually for the McMahon Trophy and Flight prizes.
 - To promote teams that do consistently well in a lower Flight and to relegate those that have a sequence of three poor results in a higher Flight.
 - To encourage new teams to enter the event and not be deterred by having to wait a season or more to gain promotion to a higher Flight.
 - To encourage regular attendance. But not to penalise a team if it misses only one month in any three. The format is such that a team is relegated to the next Flight if it misses any two events during three consecutive months.
- ❖ To require a team to maintain, as far as possible, the same identity and the same team members.
- To provide continuity from season to season. Flight positions for the start of the new season are determined by the average of the last 3 months results in the previous season.

2. General Rules for Monthly Teams

2.1 ENTRY. All members of a team must be Club Members. To maintain a clear team identity ONLY FOUR core members are to be nominated for each Team. Any 4 members of the Club may form a new team and join, at their choice, either Flight 'B' or 'C', at any time. Club members may be nominated as a core member in ONLY ONE team across all the flights.

2.2 FORMAT. A multiple team event for each of the three flights will be held on the last Tuesday (C Flight), first Wednesday (B Flight), and last Wednesday (A flight) of each month except for the December event. Alternative days will be arranged for the December event.

2.3 SCORING. The placing of teams in each event is decided on total IMP's.

Each month the winning team in 'A Flight' will receive 100 league points reducing by two points for each lower position. The top teams in B and C Flights will receive the same number of league points as fourth position from the bottom in the flight above reducing by two points for each lower position i.e. there is a league points overlap of 4 teams between flights to facilitate promotion and relegation.

If a team misses one month no points are scored for the league table but the lower of, average league points and the average of the team's last two results for the Flight will be assumed for that event for determining in which Flight the team will play in the following month. This is providing advance notice has been given of being unable to attend at least 48 hours in advance. If the Club has not been notified in advance of intended absence or for a second missed month in three consecutive months then the team is allotted zero points for the league and credited with league points for the running average such that the team is relegated to the Flight below.

Each month the teams will be placed in descending order based on the average of league points won over the past 3 months. The following month the top 13 will play in 'A Flight', the next group in 'B Flight' and the next group in C flight. If a Captain decides not to accept promotion then the next team with the highest average will be given the opportunity. In the event of two teams tying for promotion/relegation from different flights then the teams retain their present flight positions. If two or more teams having the same 3 month average tie for promotion or relegation from within the same flight then the tie is split on net IMPs for the 3 months."

2.4 WINNERS and PRIZES. At the end of the season the McMahon Trophy will be presented to the team with the most league points for the best 10 out of 12 results during the year. The season runs from September to August in the following year.

Flight prizes will be awarded to the teams with maximum League points for the best ten results in each Flight. **In the event of a tie a team's position in the League will be based on Net Imps for the best ten results.**

If a team has moved Flights during the year then the Maximum League Points for a particular Flight are determined on the following basis:-

A team must play at least 7 times in a flight to qualify for prize ranking in that flight.

League points (LPs) from other flights can be counted up to the usual 10 best results on the basis that:-

Any LPs scored in a lower flight are counted in full.

Any LPs scored in A Flight are capped at 80 when counted in B Flight

Any LPs scored in B Flight are capped at 60 when counted in C Flight

2.5 QUALIFICATION. To compete for promotion a new team must play at least 3 events in the 'Entry Flight'. League points won will contribute to the League Table. Points for the running average will be awarded each month to ensure the team stays in the 'entry Flight' but no entry will be shown on the published running average until the three events have been played.

2.6 TEAM CONTINUITY. For continuity from season to season a team will maintain the same league status providing it consists of either the Captain and one core member or without the Captain 3 core members. Captains will be asked to list their 4 core members at the beginning of each season and on entry as a new Team. During the season if a core member leaves a team the Captain may recruit a new member providing it meets the rule for team continuity.

2.7 CONVENTIONS. Systems and conventions to 'EBU Level 4' are permitted in A and B flights and level 1+ in C Flight.

2.8 RESERVES. Any Club members NOT nominated as core members may play as reserves in any other team. **A core member may NOT play as a reserve in any other Team.**

2.9 LATE ARRIVALS All teams are to be present by 7.25pm and if a team is persistently late then it will only play at the discretion of the TD.

