

**BREVION BRIDGE CLUB INTERNAL LEAGUE GUIDELINES  
SEASON 2014/2015**

1. Matches will be played using *The Laws of Duplicate Bridge* as we use on a Thursday evening.
2. Each team will consist of up to six past or present members with any four playing in a match. Substitutes can be used when needed but they must be past or current members and must not be playing in another team in the same league. Substitutes do not have to be chosen from the Super Subs.
3. Each team will choose a name and nominate a captain. A team may change its captain during the season to an alternative team member but the secretary should be notified so that other captains can be advised.
4. The fixture list will designate the matches to be played between September/October 2014 and April 2015. Matches shall not be played on a Thursday evening. Matches can be played on any date (other than a Thursday) throughout the season, providing the two captains agree, and are not restricted to the months defined in the fixture list.
5. It is the responsibility of the captains of competing teams to arrange the date, time and venue of their match and to advise the secretaries when a date is agreed. It is assumed that the team listed first in the fixture list will act as hosts but this is not mandatory. The captains will arrange the supply of tables and cloths. Should this be a problem then liaise with the secretaries. A kit box containing bidding boxes, cards, scorecards, wallets and a rule is available from the secretaries.

6. Matches will be 24 boards reduced to a minimum of 20 by agreement between the two captains.

The movement will be:

Boards 1-6 Team 1 NS v Team 2 EW & Boards 7-12 Team 2 NS v Team 1 EW

Boards 7-12 Team 1 NS v Team 2 EW & Boards 1-6 Team 2 NS v Team 1 EW

*After the mid-way break the visiting team changes their table and orientation*

Boards 13-18 Team 1 NS v Team 2 EW & Boards 19-24 Team 2 NS v Team 1 EW

Boards 19-24 Team 1 NS v Team 2 EW & Boards 13-18 Team 2 NS v Team 1 EW

If the match is reduced to 22 boards then boards 1-12 will be played in the first half and boards 13-22 in the second half.

If the match is reduced to 20 boards then boards 1-10 will be played in the first half and boards 11-20 in the second half.

The pairings within a team must remain the same throughout a match but need not be the same in subsequent matches.

Captains should assess the starting and finishing times, allowing for a midway break and scoring at the end, and agree before the match starts whether it is 20, 22 or 24 boards. As a guide 20 boards will take 2 hours 30 minutes to play, 22 boards 2 hours 45 minutes and 24 boards 3 hours. All are excluding breaks and scoring-up time.

7. Scoring will be the same as last season with two points being awarded for winning a board, one point for drawing and no points for losing. The aggregate total points of the boards played in the match determines the winning team. Each captain should email or telephone the score to the secretaries within 24 hours of the match being completed.
8. Captains should attempt to amicably resolve disputes and irregularities but if it is not possible then the problem should be referred to one of the secretaries within 24 hours of the match being completed.

September 2014