

**BREVION BRIDGE CLUB INTERNAL LEAGUE GUIDELINES**  
**SEASON 2013/2014 v2**

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.
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. Teams will be split into two leagues based on their playing preference for *weekdays* or *to include weekends*.
5. The fixture list will designate the matches to be played between September/October 2013 and April 2014. 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.
6. It is the responsibility of the captains of competing teams to arrange the date, time and venue of their match and to advise the secretary 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 secretary. A kit box containing bidding boxes, cards, scorecards, wallets and a rule is available from the secretary.
7. 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.

\* Should a match be reduced to less than 24 boards then the un-played boards will be scored as a draw (1-1).

8. Scoring will be experimental this 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 secretary within 24 hours of the match being completed.
9. Captains should attempt to amicably resolve disputes and irregularities but if it is not possible then the problem should be referred to the secretary within 24 hours of the match being completed.

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