**BRIDGE COMPETITION - TEAMS OF FOUR ON BBO**

**(Nottinghamshire CBA)**

***This is social bridge with a competitive edge for those who like an alternative format to Match Point Pairs.***

**The main rule is that bridge is to be played in a friendly, sociable manner.**

**The competition will be for Teams of Four, competing against each other in a ‘Swiss Teams’ format.**

**There is no entry fee and there are no prizes.**

**COMPETITION FORMAT**

1. The first week of the competition, teams will be assigned opponents at random by the organisers.
2. The organiser will compile “league standings” based upon the results. Captains will be provided with a link to the ‘Results and Standings’.
3. Thereafter teams will be assigned opponents who are performing to a similar level as themselves, (i.e. a “Swiss’ format).
4. Each team is expected to play one match per week.
5. The competition is being organised with the co-operation of the committee of NCBA. EBU P2P charges will be paid by NCBA at no cost to the entrants.

**HOW TO ENTER**

1. You need a team captain to organise the team and the matches.
2. Members of the team do **not** have to be members of the same Bridge Club. (This is NOT an inter-club competition).
3. Each team can be selected from a squad of no more than eight individuals. Individuals may not represent more than one team.
4. The team captain then emails the organisers, [ go to <https://tea4ms.space> for details] , with: Your chosen team name (12 characters maximum please) and the members of your team.

Team captains are responsible for ensuring that team members are aware of these rules and abide by them.

By entering, captains will have given permission to share your email address and team name with other team captains.

**PLAYING AGAINST OTHER TEAMS**

Captains will be notified of email addresses and team names of opposing teams.

Each week all captains will be notified of their fixture for the coming week. Team captains then liaise to set up the match at a mutually convenient time.

The matches are played as described in an accompanying document, “How to Set Up Teams of Four on BBO”. (This will be circulated to all captains upon entry.)

Matches will be of 12 boards duration; played as 2 rounds of 6 boards. [Note: It is perfectly acceptable to play the match over two days if convenient.]

**BIDDING SYSTEMS and BEHAVIOUR**

All bidding systems that are compliant with the EBU Blue Book, Level 4 are acceptable.

Players are expected to be tolerant of less-experienced members who may not be familiar with some systems and wish to ask questions.

All pairs are expected to –

 Greet others in a friendly manner prior to start of play on each round,

 ‘Pre-announce’ at the beginning of each round – this should include the basic bidding system **and** carding arrangements.

So, for example, you might type (“chat to table”) – *12-14 NT, Acol, 3 Weak 2’s, Standard carding.*

**ALERTING**

***On BBO, you alert your own conventional bids with the alert button***.

The opponents see ‘the alert’, but your partner does not. There is also the opportunity to add information about what the bid means. Most of the time, this will not be needed for bids like Stayman and red suit transfers over partner’s 1NT.

However, it is NOT sufficient to simply name a convention that the opponents may not be familiar with.

For example:

* If you are playing Benji and open 2 clubs, saying Benji is not enough – different people play it differently, and the opposition are entitled to a full explanation of your system.
* Responding to Blackwood (asking for Aces/Key Cards). You should explain the meaning of your response, “3 or 0 Key cards” for example.

**Players are encouraged NOT to ask questions via ‘chat to table’.**

**REPORTING SCORES**

One of the team captains then emails the result, (names of teams and the Victory Points result), (see Imps-Victory Points conversion scale), to one of the email addresses below, copying in the other team captain.

Scores will be recorded on a spreadsheet and periodically circulated to Team Captains.

**Organisers**

Ian Dovey ian.dovey1@btinternet.com

John Edwards john.g.edwards@talktalk.net

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**Imps – Victory Points Scale.**

For a 12-board match, the conversion ranges are:

 **IMPS** **VP IMPS VP**

 0-1 10-10 20-24 16-4

 2-4 11-9 25-30 17-3

 5-7 12-8 31-37 18-2

 8-11 13-7 38-46 19-1

 12-15 14-6 47+ 20-0

 16-19 15-5