

# ALL SESSIONS ARE FACE TO FACE AT THE YORK BRIDGE CLUB, ACOMB

All afternoon sessions start at 1.00pm

Tuesday evening starts at 7.15pm

Other evenings start at 7.00pm

END TIMES are APPROXIMATE

	Time	Weekly Schedule
Mon	1.00pm – 4.15pm	Monday Afternoon – Standard MP Pairs
	7.00pm – 10.00pm	Monday Evening – Improvers (7-High)
Tues	10.00am – 12.00pm	Tuesday Morning – Assisted Play – HOSTED
	1.00pm – 4.15pm	Tuesday Afternoon – MP Pairs
	7.15pm – 10.30pm	Tuesday Evening – Championship X IMPs (Wks 1, 3 & 5) Tuesday Evening – Championship MP Pairs (Wks 2 & 4)
Weds	NO PLAY SESSIONS	<b>NO PLAY SESSIONS</b> (teaching as per courses schedule)
Thurs	1.00pm – 4.15pm	Thursday Afternoon – Standard MP Pairs
	7.00pm – 9.00pm	Thursday Evening – Assisted Play – HOSTED
	7.00pm – 10.15pm	* NEW * Thursday Evening – Improvers 'Plus' (GUIDE: 9-High) – HOSTED
Fri	10.00am – 1.15pm	Friday Morning – Gentle Duplicate (simple systems) – HOSTED
	Evening	<b>NO PLAY SESSIONS</b>
Sat	1.00pm – 4.15pm	2nd & 4th Saturday of the month: <b>INTERNAL TEAMS MATCHES</b>
	1.00pm – 4.15pm	3rd Saturday of the month: <b>SWISS PAIRS</b>

Key	Least competitive [1] to most competitive [7]
1	The Assisted Play sessions are aimed at people who have had a few lessons and are intended to provide practice with help where needed. There are no “lessons” as such. Players don’t need a partner, but you can come with a partner if you’d prefer. The sessions are not scored and it’s fine to use crib sheets etc.
2	May to October: First Step Duplicate is so called because it is designed to be the ENTRY LEVEL to competitive duplicate play. It is aimed at players who are venturing into duplicate bridge (in other words, those players who don’t yet have an NGS grade). Players don’t need a partner (as there will be a HOST) but you can come with a partner if you’d prefer.
3	Aimed at less experienced players with the opportunity to discuss the bidding and play on difficult/unusual hands. Only simple systems are allowed. Experienced players are permitted only when partnering less experienced players. This would be one of the first duplicate sessions to which newer members would progress. Players don’t need a partner (as there will be a HOST) but you can come with a partner if you’d prefer.
4	Aimed at intermediate players (capped at 7-High on Mondays, and 9-High on Thursdays), this is the recommended progression from Friday morning Gentle Duplicate. The session aims to increase the confidence of players so they feel more equipped to play in other more competitive sessions. Normally, 18 boards at a relaxed pace. There are no specific restrictions on conventions but typically only a small range of standard conventions are used. It is a duplicate session, and you will need to attend with a pre-arranged partner for Mondays, but Thursdays is HOSTED.
5	A mixed ability competitive session which provides reasonable progression beyond the Monday and Thursday evening sessions. Players are expected to play at a reasonable pace in line with TD direction. You will need to attend with a pre-arranged partner.
6	These sessions are popular with a wide range of players and attracts some of our more experienced players. There are no restrictions on conventions so you may encounter some of the more complex systems. Players are expected to play at a reasonable pace in line with the TD direction. It is a duplicate session playing between 21 and 24 boards. You will need to attend with a pre-arranged partner.
7	This session attracts the Club’s strongest players and those wishing to challenge themselves against the best players. A wide variety of conventions will be used, and bidding and play can be challenging to less experienced players. Anyone is welcome who is comfortable playing at a reasonable pace and bidding against a wide range of conventions. Normally 24 boards at 7 minutes per board. You will need to attend with a pre-arranged partner. The two Club Championship Pairs trophies (Match Points and Cross IMPs) winners are awarded based on the Tuesday evening sessions.