

BREVION BRIDGE CLUB INTERNAL LEAGUE GUIDELINES v2
2011/12 Season

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. No more than two members of a team can be in the top ten of the Brevion handicap table as at the 1st July 2011.
3. Each team will choose a name and nominate a captain. In future seasons providing a team retains its name and at least two members then it retains its place in the league. If a new team joins then it will start its first season in the bottom league. A team may change its captain 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 groups based on their playing preference for weekends and then into leagues. In the first full season the teams will be formed based on their average Brevion handicap per person on the 1st July 2011. If there is more than one league in a group then at the end of the season the top two teams in all but league one will be promoted and the bottom two teams in all but the lowest league will be relegated.
5. The fixture list will designate the matches to be played between September 2011 and April 2012. 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. 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, score cards, wallets, a rule book and IMP/VP conversion table 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.
8. Scoring will be normal teams IMPs converted to VPs (victory points) and the captains will determine the score of the match after the last hand is played. Each captain should email or telephone the score (IMPs and VPs) to the secretary within 24 hours of the match being completed.
9. In the event of teams having the same number of VPs then the team with the greatest IMP difference will be placed higher. If teams also have the same IMP difference then the winner of the matches between these teams will be placed highest.
10. 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.