

PEPPER

Received from District 29 with thanks

Participants should be aware that Solo is not an event in the Ontario 55+ Games, however the following is an example of rules that could be tried at the District or Regional level.

The winners of those events do not move on to another level unless it is offered at Regional Games.

FORMAT OF PLAY

Division - <i>open</i>	Age Category – <i>55+</i>	No. of Participants – <i>Three(3)</i>
------------------------	---------------------------	---------------------------------------

TOURNAMENT SET UP

1. In a tournament, a minimum of eight games will be played (Four games in the morning and four games in the afternoon). A time limit of 30 minutes will be placed on each game with a 5 minute break between each.
2. Pepper is played with half the teams designated as sitting teams and the other half of the teams designated as moving. Moving teams move to a higher number at the conclusion of each game.

DETERMINING THE WINNERS

1. The winning team in any game will be awarded two tournament points. The losing team will receive a zero. In the case of a tie, 1 (one) tournament point will be awarded each team.
2. To determine winners, partners' tournament points will be added together at the end of eight games to determine the highest winning team.
3. In the event of a tie, total scores will be used. If there is still a tie, the team with the highest tournament points will win. Should a tie still exist one person from each team will cut the deck and the highest cut will win. (For the purposes of this cut, aces are high. Cutting will continue until no ties exist and a high card is turned).

AWARDS

Gold (3) Silver (3) Bronze (3)

EVENT REQUIREMENTS

Equipment Elongated sized card tables with chairs
Score cards, Pens, Results Table
Three decks of cards per table consisting of jacks, queens, kings, and aces (48 cards in total). Any suite will have 3 right and 3 left bowers, 3 aces, 3 kings and 3 queens. When a no-trump hand is played the order runs from aces, kings, queens, to jacks.
Score cards, (one per team for each game) See Schedule A for a copy.

OFFICIALS

One convener, two or more Score Keepers, One time Keeper, One stand-by team

Pepper 6 Hand Rule Summary

1	Assistance may be given to anyone having difficulty with shuffling or dealing.
2	Each team selects a scorekeeper and the person to the left of the sitting team scorekeeper will be the first dealer.
3	Each player bids only once. After the deal the bidding starts with the player to the left of the dealer with each player bidding in turn or passing until the final bid is settled. The successful bidder has the lead.
4	Anyone making a bid out of turn will lose his/her bid for that hand and his/her partners cannot bid the same colour.
5	A bid must name the number of tricks to be taken and either the suit or no trump as the case may be. (e.g. 3 harts, 5 no trump, small lone hand.)
6	Players are encouraged to maintain the pace of bidding and play once the hand is started.
7	PEPPER or SMALL PEPPER BIDS. When a player peppers (Plays alone), that [players hand is strong enough to take all eight tricks. That means the player receives no help from his/her partners and the hand is played as dealt. However, when a “small pepper” is bid, the bidder first discards 2 cards and receives 1 card from each of his partners and plays the hand alone.
8	SCORING: If the player is successful in meeting his/her bid:
	a. A point is earned for each trick taken by either team
	b. A small pepper is worth 12 points
	c. A large pepper is worth 18 points
9	To count, the team must take at least the points bid. In the case of a pepper, all eight tricks must be taken.
10	When a team fails to take the tricks as bid, then the amount bid is subtracted from that team’s score and in the case of a failed small pepper, 12 points is subtracted or 18 points is subtracted for a failed large pepper. (A team can end up with a negative score.)
11	Cards must be dealt one card at-a-time. A flashed card requires a complete redeal.
12	All hands must be played out one card at-a-time, and, once taken must be taken in and turned over by the player or a member of his/her team.
13	Should a player of a non-bidding team renege, the play is stopped and the reneging team is penalized 5 points and the bidding team gets its bid without any further play. However should a member of the bidding team renege, the team loses its bid and is penalized 5 points.
14	The game ends when each player has dealt twice.
15	The first card [played in any hand takes precedence over any subsequent, similar card played in that hand.
16	The winning team in each game will receive “2” tournament points, and, the losing team will receive “0” points. If there is a tie, each team will receive “1” point. At the end of the game, one player will take both scorecards to the master scorer’s table and pick up fresh cards for each team for the next game.
17	Teams will remain at their table until the convener announces a move for the next game.
18	The convener will ensure rules are announced prior to play, explain the method of rotation, adjudicate any penalty disputes and ensure time limits are maintained.
19	The scorekeeper will upon receiving the scorecards after each game, confirm the winner, record both the game scores and the tournament points and give out the next game’s score cards.