

Solo

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.

A) FORMAT OF PLAY – Open Doubles

Division	Age Category	Number of Participants
Open Doubles	Open 55+ Two men, or two women or one man and one woman	Two (2)

- Received from D29 with thanks

Any persons not present at the scheduled commencement of play and throughout the competition are in default and are automatically disqualified from the competition. Competitors are obligated to complete competition regardless of their record thus far in the competition. If a competitor defaults part way through the competition, the results of that competitor will be removed from the standings.

B) TOURNAMENT SET-UP

1. A game consists of twelve (12) hands each person dealing three times.
2. A total of ten games will be played. (Five in the morning and five in the afternoon).
3. The game is played progressively. The highest scorer at a table will advance two (2) tables and the lowest scorer will advance one (1) table.

Determining the Winners

1. Each player will enter his/her score after each game arriving at a total at the end of the day.
2. The player with the lowest score at the table will be responsible for taking all score cards from his/her table to the master score desk. Once the scores have been recorded that same person will return the score cards to their owners.
3. Ties for medals are broken by four players playing one round of four hands.
4. The master scorekeeper will keep a running total for each team.

C) AWARDS

Gold (2) Open Doubles 2

Silver (2) Open Doubles 2

Bronze (2) Open Doubles 2

D) EVENT REQUIREMENTS

Equipment 1. Sufficient tables, chairs, pens and scorecards (1 per player)
 2. Deck of cards per table (consist of 7's to Aces)

Facilities 1. The facility should be well lighted and ventilated
 2. The facility should be accessible.

E) OFFICIALS

One (1) Activity Convenor
One (1) Event Judge (optional) Scorekeepers

Solo Rules Summary

1. Cards are dealt clockwise one-at-a-time
2. When a trick is taken, it will be taken in by the person winning the trick.
3. Tricks, once taken and placed face down, may not be searched later.
4. The first dealer is determined by a cut of the cards. The highest card turned up is the dealer. For the purposes of determining the dealer, aces are high.
5. Should a player have both black queens and does not intend to play a "solo", he/she must pass until all others have bid or passed. Then, the holder of the queens should rap on the table. This rapping announces to the others the "wedding". It is not necessary to announce a wedding if another player has bid a solo.
6. After rapping, that player calls for an ace to make trump (Note: trump cannot be in the same suit as the called ace.) The player who has the called ace, whether to make trump or to be a partner, must play that ace by his/her fifth trick. Should the called ace not be played by the fifth trick, then the holder of the called ace must play through and take all eight tricks.
7. The person who has taken the fifth trick is the one who then makes the decision to stop play or to play through and take all eight tricks
8. There must be no reminder or mention from a partner that five tricks has been taken.
9. A flash card requires a complete re-deal of the hand.
10. Score cards must be completed by pen and cannot be removed from the room.

11. SCORING

Name of Tricks	Trick ID	Points Earned	
		For 5 Tricks	For all 8 Tricks
Froke	~in diamonds, hearts or spades	2 points	4 points
	~in clubs	4 points	8 points
Wedding	~in diamonds, hearts or spades	4 points	8 points
	~in clubs	8 points	16 points
Solo	~in diamonds, hearts or spades	6 points	12 points
	~in clubs	12 points	24 points
Solo Duo	~in diamonds, hearts or spades	18 points	*Must be declared first.
	~in clubs	36 points	

12. When a team or a solo player fails to make his/her bid then the points that could have been go to each of the other players but not to a partner.